

STAR WARS™

STARSHIPS AND SPEEDERS



The Essential Collection
of Vehicles

**STAR
WARS™**
ROLEPLAYING

STAR WARS

STARSHIPS AND SPEEDERS

It is a time of war in the galaxy. The heroic REBELLION fights against the oppressive and evil GALACTIC EMPIRE. The war is waged in deep space, on the surfaces of planets, and even in the depths of oceans.

The Imperial Starfleet is mighty, made up of numerous Star Destroyers, cruisers, and countless TIE fighters. Against this might, the Rebels must make every X-wing, retrofitted Mon Calamari cruiser, and battered old freighter count.

Meanwhile, everyone from legitimate traders to criminal organizations ply the spacelanes, seeking either to avoid the turmoil of war or to profit from it....

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The on-board gravity shifted slightly, and then they were out of hyperspace. Hatto West pointed to the small planet near the star ahead of them. "Nice. Roz, didn't I tell you this was a good ship?"

The human pilot looked over his shoulder at Hatto. "The 2400 is nice, but..."

"Not this again," Facee said. The Twi'lek put a hand on Roz's shoulder. "Look, we got a sweet deal on this ship and it's been smooth. Enough already, ok?"

The fourth member of the group said nothing, her attention on the small crimson pyramid floating above her hands. Kova had been both obsessed and frustrated with it since leaving Toydaria.

Hatto turned to face them all. "We're here now. We practiced this." He doffed his new hat to scratch where the fresh wickerweave itched his scalp. "We do this, we do it right, we're all good for life." Even Kova nodded her head. "Ok. Roz, take us in, nice and slow and legal-like."

With a hiss of hydraulics, the ship finally set down in the large open-roofed hangar—among some high-quality company. Even Facee whistled at a lovingly restored 1300, gleaming emerald and complete with a Dart.

Roz was drooling a bit. "A modded-out *Wayfarer*... that Jumpmaster looks brand new...hey, are those Y-45s you think?"

Hatto had to give him a slight kick to get him to help the others break the four 614-AvA speeder bikes from the hold. He reassured himself that the stolen access codes were still in his coat pocket and replaced his hat with a helmet.

There were only two bikes several hours later, zooming down empty streets as a dim red sun began to light the morning sky. Each had two riders now, and the saddlebags were so overlaid that the ground clearance was dangerously low. Each also had armed security police on patrol speeders roaring behind it, sirens wailing as they grew closer.

Roz pulled his bike up parallel to Kova and Hatto, jinking around a badly parked X-34. "Ready, old man?" A blaster round nearly clipped both him and Facee, who had one arm around his waist and another steadying the bags.

"Just around this bend," Hatto replied, as Kova strained to keep their bike from drifting too wide as they turned sharply through an alleyway. "And...now!"

Roz pushed the remote taped to his bike, and the air shuddered as detonite strips along the street exploded behind them. The sirens cut off abruptly, as did the blaster bolts.

"All according to plan," Hatto said grinning. He studiously ignored Kova's muttering as they dropped speed and slowly, respectfully, made their way to the landing bay.

His grin faded as they arrived. "OK, this wasn't according to plan," he whispered. Dozens of Espos surrounded their ship, which now sported gravity locks on each landing strut.

Kova already had her lightsaber out. "We still have the thermal detonators," she said.

"Hold on," Hatto pointed to the other ships. "What don't you see around them?"

Facee bit back a giggle at the lack of security elsewhere. "Roz," she said, "you're gonna get your wish after all." Roz was already halfway to the 1300.

The rest joined him quickly, Kova somehow pulling shadows around them as they broke the heavy-duty locks and boarded the ship. Roz leapt into the cockpit and yelled "Grab a seat!" as he brought the engines to full power. The freighter thrummed and rose into the air.

The Espos began firing on them but scattered as Roz turned away from them and ignited the sublights. The 2400 went up better than any detonator.

Kova's eyes were red. "I had been searching for that...item...my entire life," she growled, her words burning the air. "You have no idea what..."

Hatto interrupted, as the sky faded to blackness. "Of course we knew what it was," he said. "We're not stupid. But it doesn't have to be your life. Not anymore." Facee nodded, daring to stare down Kova's crimson gaze.

Kova's eyes dimmed a bit, but before she could speak, the ship shook violently. "Espos?" she asked.

"Those nerfs? Hah." Roz said. "It should be that good—that was a stray torpedo. Look over there."

Thousands of kilometers off the bow, organic-looking MC80 cruisers traded volleys with angular Star Destroyers, and tiny fighters swarmed everywhere. Explosions lit up space and faded from view.

"Heat Death, why now?" Facee asked the galaxy at large. Then she saw the small compartment next to her, popped open from the nearby explosion. Her eyes got very wide, and she poked Hatto.

"What was that for..." he started, then saw what she had found inside. "Are the clearance levels on those code cylinders as high as I think they are?"

She held up one. "Whose ship did we just steal?" she asked softly. "This is...I can't imagine."

Kova looked at them both. "I think this may have been a good day after all," she said.

"Um, not sure what's going on back there, but we got trouble," Roz yelled. A ship resembling a Star Destroyer with domed bulges along its upper surface was turning toward them.

"*Interdictor!*" Hatto cursed. "OK, this has been fun but it's seriously time to leave." His hat flew off his head as they leapt into hyperspace.

JUMP TO HYPERSPACE!

From the glow of the *Millennium Falcon*'s engines to the screech of a TIE fighter's laser cannons, some of the most memorable sights and sounds in *Star Wars* come from the vehicles used by its heroes and villains. This is just as true for the *Star Wars* Roleplaying game; whether racing across a planetary surface or flying between stars, Player Characters are certain to make use of many vehicles, and they will probably encounter many more. **STARSHIPS AND SPEEDERS** collects more than a hundred vehicles in one convenient reference.

WHAT'S IN THIS BOOK?


Each entry in this book covers a vehicle from the *Star Wars* galaxy. Entries are grouped into chapters based on general categories of size and function and then organized alphabetically within chapters. All of these vehicles can be used with any of the three core rulebooks in the *Star Wars* Roleplaying line.

Chapter I: Speeders covers repulsorlift vehicles: those that defy gravity but are incapable of operating outside a planet's atmosphere. These include airspeeders, landspeeders, swoops, and speeder bikes.

Chapter II: Ground Vehicles includes all vehicles that move along the surface of a planet, as well as a few submersibles that travel through the liquid on (or below) a planet's surface. Such vehicles tend to have more specialized uses than the ubiquitous repulsor-based speeder vehicles.

Chapter III: Starfighters and Shuttles presents starfighters, shuttles, gunboats, and comparable spacecraft. These craft have minimal crew, are generally operable by a single pilot, and specialize in speed, distance, or firepower. Shuttles are used to ferry passengers and cargo between a planetary surface and a ship in orbit, or between star systems in the case of hyperdrive-equipped models. Starfighters, bombers, and gunboats are designed for combat, from dogfighting to strafing runs on capital ships or other targets.

NARRATIVE FLOURISHES

There is more to a vehicle than just numbers and special rules, and GMs and players should take advantage of the possibilities of the narrative dice to create a truly cinematic experience. If a PC succeeds on a Knowledge check to identify a weak point at an AT-ACT's knee joints, perhaps characters can aim for that point or spend  to ignore some of the vehicle's armor or damage its motive systems. Touches like these can make vehicles feel real and distinct, underscoring that there is more to a walker's armor or a freighter's engines than the numbers in their profiles.

USING ICONIC VEHICLES

This book contains information on many iconic *Star Wars* vehicles, like the *Millennium Falcon* and *Slave I*. Their profiles offer representations of some, but not necessarily all, of the important features, attachments, and capabilities famously associated with these vehicles. GMs are encouraged to modify profiles as needed for specific time frames and situations and for the needs of their ongoing campaigns.


Chapter IV: Freighters collects freighters, tugs, yachts, and other starships designed for commerce, leisure, and other (usually) peaceful purposes. Although many of these ships have weapons to defend themselves, their primary purpose is not military. Of course, the vast majority of these ships can easily be turned to criminal pursuits such as smuggling.

Chapter V: Cruisers and Frigates presents those midrange ships that require a significant crew to operate. These include both civilian and military ships, ranging from bulk haulers to escort frigates.

Chapter VI: Battleships and Stations includes the largest of spacecraft. Most ships of this scale are the province of the Empire or Rebel Alliance, for few other organizations have the resources or need for such massively expensive and destructive vessels.

HOW TO USE THIS BOOK

Each vehicle entry includes not only the profile for that vehicle, but also tips for using the vehicle in games. These include advice on what kinds of beings use the vehicle and for what purpose, as well as specific tips for handling the vehicle in an encounter. This advice is mostly for GMs, but it might also give players some ideas for how their characters can make the best use of the vehicle.

Each entry also includes encounter and adventure seeds. GMs can use these to introduce the vehicle into ongoing adventures, or perhaps to inspire a new adventure or entire campaign. These seeds should be adapted as necessary. For instance, while a seed might assume the PCs are members of the Rebel Alliance, they could easily be mercenaries taking a job for the Alliance or Force-sensitive wanderers whose goals have temporarily aligned with those of the Rebels. Some adventure seeds present the PCs' plans with unexpected complications, and these could even be introduced into an ongoing adventure as the result of spending  from a check.



I SPEEDERS

Ubiquitous throughout the galaxy, repulsorlift vehicles—commonly known as speeders—fulfill functions from commuter transport, to traversing harsh terrain, to facilitating military actions and law enforcement. Speeders vary greatly in acceleration, top speed, and maximum altitude, but all operate by using repulsor fields to defy gravity, skimming along above the ground. This grants them great versatility for different terrain types. The pilot doesn't have to worry about the many objects, obstacles, and minor pitfalls that can derail or trip up vehicles that rely on direct contact with a surface and complex moving parts.





614-AVA SPEEDER BIKE

Aratech's 614-AvA is a small, fast, lightweight speeder bike used by the Imperial Armed Forces. Designed initially as a portable, modular scout vehicle usually packed into a larger vehicle like a walker or heavy landspeeder, the 614-AvA is more akin to a swoop than to a full-fledged speeder bike. It consists of little more than a combination repulsor drive-thruster pack, a control pod, and a set of variable-geometry control surfaces mounted to a pair of stout frame rails. The rails are telescopic, which allows the speeder bike to collapse to roughly a third of its full size with no need for tools. With the push of a button, the 614-AvA collapses to a cube about a meter square.

The Imperial Army ordered tens of thousands of 614-AvAs for use by reconnaissance and military police units. For military use, the speeder bikes have some improvements, such as frame reinforcements, more powerful drive thrusters, and a pair of light blast-cannons.

Overall, the 614 has proven quite successful in Imperial service and has gained a reputation among its pilots as reliable, easy to work on, and easy to live with.

USING THIS VEHICLE

The 614-AvA is another Aratech speeder bike that makes an excellent transportation option for Player Characters. It is cheap, readily available, and armed, and the collapsible frame feature makes it easy to store inside a ship or larger vehicle. Those collapsing frame rails also make the 614-AvA easy to ship in bulk; characters could easily make some money and a good name for themselves shipping or smuggling these speeder bikes.

ADVENTURE AND ENCOUNTER SEEDS

- The characters are hired to carry a shipment of "machine parts" through Imperial space to a space station owned and run by a known criminal syndicate. On the way there, the characters' ship is caught up in an Imperial Customs sweep and boarded by Imperial Customs agents. During the inspection, the "machine parts" turn out to be a dozen collapsed (but intact) 614-AvA speeder bikes formerly the property of the Imperial Army.
- Some dangerous creatures recently overran a nearby Imperial Army Military Police outpost. They killed all the Imperials and took up residence in the facility. No one is shedding any tears for the Imperials, but they did leave a bunch of perfectly good equipment behind, including some 614-AvA patrol bikes. Is the Imperial gear worth tangling with the dangerous creatures?

614-AVA SPEEDER BIKE

SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	AFT	ARMOR
2	2	+1	0	-	-	0	0	0
			HI THRESHOLD					SS THRESHOLD
			2					5

Vehicle Type/Model: Speeder Bike/614-AvA.

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 20 meters.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 6.

Passenger Capacity: 1.

Price/Rarity: 4,200 credits (R)/6.

Customization Hard Points: 1.

Weapons: Forward-mounted blasters—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 12; Critical 2; Range [Long]; Linked 1, Pierce 2).

ADDITIONAL RULES

Collapsible: Collapsing or expanding the bike requires a maneuver. When collapsed, the vehicle is silhouette 1 and cannot be used.

74-Z SPEEDER BIKE

The 74-Z is among the oldest speeder bike models Aratech still produces. A militarized variant of Aratech's popular 74-Y, the 74-Z was first fielded by the Grand Army of the Republic during the Clone Wars. Its first test under fire was at the Battle of Geonosis, and since then, the popular vehicle has served with countless militaries, paramilitary groups, mercenary crews, and criminal organizations. It is, perhaps, most famous for being the Imperial Army's ride of choice for reconnaissance and scout troopers, who make good use of its speed and maneuverability.

Like its now-discontinued civilian ancestor, the 74-Z is built for speed rather than survivability. It has a relatively fragile twin-spar frame that mounts the powerful Aratech VV318 Scoris repulsorlift engine. A pair of tiny ion turbines supply thrust, and a remarkably intelligent fly-by-wire system controls the forward-mounted steering vanes and midmounted maneuver control unit to keep the bike upright and on the level. The pilot sits far aft over the repulsorlift engine and controls the bike with a set of handlebars and rear-set foot pegs with foot-controlled yaw and pitch controls. The instrument panel is rudimentary at best, with indicators for heat, boost, coolant, and turbine pressure. The 74-Z in Imperial service is also fitted with a forward-mounted blaster, on-board comlinks, simple optical sensors, and a close-range comlink jammer.

USING THIS VEHICLE

The 74-Z is an iconic vehicle and one that Game Masters should feel free to use as much as possible. It carries a certain cachet thanks to its involvement in some important moments in galactic history, and it is cheap and reliable. Found nearly everywhere, especially where the Empire operates, the 74-Z is a fantastic way to get a character equipped with a lightly armed vehicle with surprisingly good features—that comlink jammer can be a lifesaver. The 74-Z is also easy to transport and to steal, so giving these bikes to—and taking them away from—characters is easily explained in-game and can open up possibilities for a lot of speeder bike-related excitement.

ADVENTURE AND ENCOUNTER SEEDS

- The characters trace an important Force artifact to an ancient Jedi temple that a clan of raiders has claimed as its base of operations. The clan's fearsome warriors engage in battle using the 74-Zs they plundered from an Imperial transport. Only a speeder bike duel can impress the raiders enough to gain their cooperation if the characters want to safely explore the ruins.
- The characters are members of an Alliance forward-reconnaissance base that is under constant threat from marauding bandits mounted on souped-up 74-Z speeder bikes. The PCs are tasked with stopping the raids and, if possible, recovering the speeder bikes for the Alliance.

74-Z SPEEDER BIKE

2	3	+1	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF. FORE/POINT/STANDARD/REAR	HT THRESHOLD		SS THRESHOLD	
				2		4	

Vehicle Type/Model: Speeder Bike/74-Z.

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 25 meters.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 1.

Price/Rarity: 3,000 credits/4.

Customization Hard Points: 2.

Weapons: Forward-mounted light repeating blaster—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 11; Critical 3; Range [Extreme]; Auto-fire, Pierce 1).



SPEEDERS
STARSHIPS AND SPEEDERS

A-A4B SPEEDER TRUCK

Trast's big, square-shouldered A-A4B is an extremely popular short-haul cargo speeder typically used by small businesses for local deliveries. Not a handsome vehicle by any stretch of the imagination, it has a long, narrow, rectangular forward section that houses the powerful T-RA950 MagnaDrive engine and cockpit and a larger, reinforced cargo box mounted in the rear. From the factory, the cargo box has a single, reinforced cargo door with an extendable ramp. It can be equipped with an optional hydraulic lift for heavy cargo; smaller, lockable side doors; and even armor to protect delicate cargoes. The cargo box's interior features a modular cargo-handling system for easy organization of palletized, crated, or loose cargo so the vehicle can be loaded and unloaded quickly and efficiently.

While all these features make the A-A4B an excellent short-haul cargo truck, they also make the big speeder extremely attractive to smugglers, crime syndicates, and other individuals who need to move large amounts of precious freight in semianonymity. It's sturdy, relatively fast, and built like a tank, and its cargo area can haul a surprising amount of loot. It's also highly customizable and has plenty of room in the hull for hidden compartments, retractable weapons, shield generators, and other less-than-legal modifications.

USING THIS VEHICLE

The A-A4B is typical of big, sturdy speeder trucks, and one that has endless possibilities in a campaign. It's perfect for smugglers, it can easily be adapted for combat, it can be used for perfectly legitimate reasons, and it can even be modified to race. If players are looking for a versatile vehicle that needs to haul lots of cargo or people and can stand up to the kinds of abuse a group of Player Characters can dish out, they should get themselves an A-A4B.

ADVENTURE AND ENCOUNTER SEEDS

- A powerful corporation hires the characters to haul precious cargo from one city to another. For the task, they are loaned an A-A4B pulling a secure trailer and two 614-AvA speeder bikes (page 7) as scouts. Along the way, they suffer constant attacks and sabotage from a rival corporation. When they finally make it to their destination, they find that they were simply decoys and their employers shipped the real cargo another way. The truck could contain sand, barrels of ferrocrete, or some other heavy but worthless material to complete the illusion.

- The PCs are after a lightsaber or other artifact of a Force tradition, which is being moved between two secure locations on a nondescript A-A4B. It's the best time to acquire the artifact, but things are complicated when the A-A4B moves into heavy traffic full of seemingly identical transports!

A-A4B SPEEDER TRUCK

3	2	-2	0	-	-	0	1
SILHOUETTE	SPEED	HANDLING	DET. FORE/PORT	DET. STARGOARD/AFT	ARMOR	SS THRESHOLD	
			10	8			

Vehicle Type/Model: Speeder Truck/A-A4B.

Manufacturer: Trast Heavy Transports.

Maximum Altitude: 3 meters.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 300.

Passenger Capacity: 6.

Price/Rarity: 15,000 credits/3.

Customization Hard Points: 4.

Weapons: None.





BANTHA II CARGO SKIFF

Among the most common cargo vehicles in Hutt Space and the Outer Rim, the Bantha II cargo skiff is efficient and practical repulsorcraft used to transport passengers and goods. A long and narrow open-decked skiff, the Bantha II is simple to use and capable of hauling a significant amount of cargo, making it a common sight at warehouses and spaceports.

It has a forward fairing with a top-mounted rail that provides rudimentary protection to the crew and any passengers, and a raised stern upon which the vehicle's controls are mounted. Although the Bantha II is equipped with remarkably baroque stern-mounted steering vanes, much of its steering is done by the powerful Ubrikkian Industries repulsorlift engine and small maneuvering coils scattered around the ventral side. For cargo-handling duties, the Bantha II has retractable magnetic lifters and an extendable gangway that provides a safe, if narrow, walkway to and from larger vehicles and floating cargo platforms.

Though relatively fast and maneuverable, skiffs are not well suited for combat roles. Nevertheless, some pirates and marauders fit them with armor and weapons to better raid isolated settlements.

USING THIS VEHICLE

Cargo skiffs make terrible combat vehicles, but that doesn't stop pirates, raiders, and desperate fools from trying to arm and armor them. Skiffs primarily show up in shipyards, dry docks, and warehouses. That said, savvy mechanics can turn them into passable ersatz fighting vehicles, and, in the right hands, skiffs can pose a threat to unprepared characters. They have just enough hard points to mount either armor or weapons, so their utility as a combat vehicle is limited.

ADVENTURE AND ENCOUNTER SEEDS

- Pirates use up-armored cargo skiffs to prey on the traffic in and out of a settlement. The Bantha II's magnetic lifters allow it to easily transport cargo from victims' speeders or even shuttles before making a quick getaway. Outmatched colonists or overstretched law enforcement hire the PCs to arrange a trap for the scum.
- A lucrative business opportunity requires the PCs to impress the Stevedores' Guild that controls all cargo in and out of the local spaceport. Only one thing impresses the guilders: a spacer's ability to handle a Bantha II in the organized chaos of a packed loading bay. Can the PCs keep up with the guild members in a race to load and unload the freighters?

BANTHA II CARGO SKIFF

2	3	0	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DIR. FORW./PORT/STARBORD/FT.	ARMOR		HT THRESHOLD	
				6		8	

Vehicle Type/Model: Cargo Skiff/Bantha II.

Manufacturer: Ubrikkian Industries.

Maximum Altitude: 50 meters.

Sensor Range: Short.

Crew: One pilot.

Encumbrance Capacity: 250.

Passenger Capacity: 16

Price/Rarity: 8,000 credits/4.

Customization Hard Points: 2.

Weapons: None.



C-PH PATROL SPEEDER

The C-PH patrol speeder bike is a purpose-built law enforcement speeder developed by Aratech's Law Enforcement Technology Division for use by the Imperial Armed Forces. An imposing, brutal-looking, slab-sided vehicle, it straddles the line between speeder bike and full-sized landspeeder. Built to Imperial specifications, the C-PH's design emphasizes straight-line speed and intimidation, and those are two things at which it excels. Military law enforcement officers on C-PHs typically patrol massive, Imperial-controlled cities, where they monitor traffic, perform regular patrols, hassle citizens, and generally reinforce Imperial oppression. A favored tactic of mounted officers is to lie in wait behind billboards or in narrow alleys, then spring out on unsuspecting passersby.

Strangely built for a speeder bike, the C-PH is a massive, heavily armored slab of durasteel and ablative plates with a reinforced frame and double-redundant systems. It's nearly as long and heavy as a common commuter landspeeder, but it has a tall, narrow silhouette that allows it to squeeze into tight urban spaces. All that weight requires a powerful drive system, and the C-PH has one in Aratech's A-W351 quad-coil repulsorlift engine. Thrust is provided by a single high-output speeder-class ion thruster, and maneuverability—such as it is—is facilitated by a unique variable-coil maneuvering system.

Other C-PH features include a powerful, on-board traffic monitoring system, encrypted comms with a short-range comlink jammer, a BlasTech Ax-25 blaster cannon, a retractable illuminator lamp, and a reinforced front ramming plate. Overall, the C-PH is a wildly successful military police speeder bike and is quickly becoming one of the more visible signs of Imperial might throughout the galaxy.

USING THIS VEHICLE

Characters on Imperial-occupied worlds might find military police officers on C-PHs hiding around every corner and behind every billboard. Showing the PCs how the patrol troopers prey on the local citizenry fosters a healthy respect for and dislike of both the bikes and their riders before the characters need to deal with them.

When engaged in a shoot-out, patrol troopers use their C-PH bikes as cover. By keeping the repulsor field engaged, they can even slowly move the bike, providing mobile cover against blaster fire.

ADVENTURE AND ENCOUNTER SEEDS

- A C-PH patrol speeder pulls out behind the PCs' vehicle and demands they pull over. But something seems off about the stormtrooper's behavior. In fact, it's no patrol trooper, but an old enemy luring the PCs into a trap.

- The PCs need to spring an ally from the local Imperial lockup. The facility is at a distance from the civilian settlement, and approaching without an official vehicle is sure to give away their disguise. Fortunately, stormtroopers on C-PH speeders patrol the town individually or in pairs, leaving them vulnerable to a planned ambush.

C-PH PATROL SPEEDER

2	3	+0	DEF. FIRE/PORT/STARBOARD/AFT				ARMOR
0	-	-	0				1
SILHOUETTE	SPEED	HANDLING	MY THRESHOLD				SS THRESHOLD
			3				4

Vehicle Type/Model: Speeder Bike/C-PH.

Manufacturer: Aratech Repulsor Company.

Maximum Altitude: 10 meters.

Sensor Range: Short.

Crew: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 1.

Price/Rarity: 5,200 credits (R)/5.

Customization Hard Points: 1.

Weapons: Forward-mounted heavy repeating blaster—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).





FLARE-S SWOOP

Popular among mercenaries, swoop gangs, bounty hunters, and adrenaline junkies throughout the galaxy, the Flare-S is the very epitome of the swoop builder's art. Produced by Mobquet Swoops and Speeders, the Flare-S is a high-performance, one-pilot sport swoop built for raw, straight-line speed rather than for agility. Powered by a supercharged Mobquet R1k repulsorlift engine supplemented by several thrust-vectoring turbothrusters, this tiny swoop has enough power to overtake or outrun nearly anything in its class. Extremely well balanced, with its engine and most of its heavier pieces of equipment mounted low in the center, this swoop has a stiff, S-shaped frame with extended, forward-mounted steering vanes that give it a low center of gravity and impeccable handling. Like all Mobquet products, the Flare-S is well respected and has a reputation for reliability and blistering performance.

USING THIS VEHICLE

Swoops are for hot-rodders and racers, and the Flare-S is the swoop to have. Characters mounted on a Flare-S swoop earn the reputation of a certain type of individual—a street-racing criminal or similar scofflaw—and just riding one around attracts the attention of local law enforcement, Imperial Army Military Police, and swoop gangsters looking for a race or a fight. Characters riding Flare-S swoops should be constantly harassed by the law and bothered by scum and serious racers looking to race or steal their ride.

ADVENTURE AND ENCOUNTER SEEDS

- One of the characters buys a race-modified Flare-S from a mildly shady used swoop lot. Unfortunately, this swoop was recently stolen from a dangerous local swoop gang lieutenant (possibly an existing rival of the PCs or even someone they left for dead). The first time the character takes their new swoop out for a ride, someone recognizes it. Word gets back to the previous owner, and the gang comes looking for the characters.
- The characters have the opportunity to enter a friendly, mostly aboveboard swoop race with a hard budget limit: 6,000 credits total for the swoop plus any performance parts and the labor required to install them. This limit is enforced by extremely suspicious and knowing judges at the race who require receipts, or a healthy bribe, to allow a swoop to race. Cheaters' swoops are confiscated and crushed in front of everyone.

FLARE-S SWOOP

2	3	+2	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT	STARBORD/AFT	ARMOR	NT THRESHOLD	ST THRESHOLD
						2	3

Vehicle Type/Model: Swoop/Flare-S.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 350 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 4
Passenger Capacity: 1.
Price/Rarity: 6,000 credits/3.
Customization Hard Points: 2.
Weapons: None.

K79-S80 IMPERIAL TROOP TRANSPORT

The Imperial Troop Transport, sometimes called the Recon Troop Transport, is a large, heavy-duty land-speeder used to move stormtroopers, prisoners, and supplies between planetside locations. Its design is blocky and unassuming, with six racks on the sides that stormtroopers ride into battle, allowing them to embark and disembark quickly—and which are also used to hold prisoners. Doors toward the front of each side lead into the cab, which seats a pilot, co-pilot, and commanding officer. The rear of the ITT features a cargo compartment, which can house more stormtroopers, cargo, or prisoners. The roof of the transport can also hold additional cargo.

The ITT is heavily armored, durably constructed, and dead simple in design—it is effectively a floating box with racks on the sides. Its heavy-duty repulsor engines keep it steady at ten to twenty centimeters above ground, whether lightly occupied or fully packed, always emitting a distinct hum. Because of its large size and low ground clearance, the ITT cannot deal with adverse terrain as well as walkers or smaller speeders can, but it can reach a brisk 150 kilometers per hour in open country.

USING THIS VEHICLE

ITTs are both armored personnel carriers (APCs) and prisoner transports. They're also relatively good for carrying bulk cargo, a role into which they're often pressed. The Imperial Armed Forces frequently use these vehicles, so they're a common (and often despised) sight nearly everywhere. GMs can use ITTs in their role as APCs both as targets and as antagonists. They're multi-role vehicles, so the Imperials use them for everything from basic transport and

mechanized infantry missions to reconnaissance and seek-and-destroy patrols. Along with their armor and weapons, ITTs carry fully armed and armored squads of Imperial Army troopers or stormtroopers. This means that ITTs are, effectively, never alone; the troops they carry multiply the force they bring to an encounter. Watching well-drilled stormtroopers boil out of the back of an ITT that has the PCs pinned down with laser fire can be extremely demoralizing.

ADVENTURE AND ENCOUNTER SEEDS

- The characters come upon a burning, recently wrecked ITT with its crew trapped inside. Do the PCs save the crew and curry favor with the local Imperial garrison, or do they eliminate the crew, steal the ITT, and hand it over to local Rebels?
- The characters are hired by Alliance forces to hit a convoy moving captured Rebel soldiers to a maximum-security detention facility. The convoy consists of six ITTs with light armor support including Occupier tanks (see page 37) and a few AT-STs (see page 32).

K79-S80 IMPERIAL TROOP TRANSPORT

SILHOUETTE	SPEED	HANDLING	DEF. FIRE / PORT / STARBARD / AFT	ARMOR
3	2	-2	0 - - 0	2
			HT THRESHOLD	SV THRESHOLD
			15	7

Vehicle Type/Model: Armored Transport/Imperial Troop Transport.

Manufacturer: Ubrikkian Industries.

Maximum Altitude: 5 meters.

Sensor Range: Close.

Crew: One pilot, one co-pilot, one commander.

Encumbrance Capacity: 55.

Passenger Capacity: 10 (and 6 on the sides).

Price/Rarity: 70,000 (R)/4.

Customization Hard Points: 0.

Weapons: Two front-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

Turret-mounted twin light blaster cannon (Fire Arc All; Damage 4; Critical 4; Range [Close]; Linked 1).





LAAT/LE PATROL GUNSHIP

Part of the powerful LAAT series of military gunships, the LAAT/le is a slimmed-down, demilitarized model built for use by law enforcement in dense urban areas. Designed along the same lines as the larger LAAT/c, this sturdy airspeeder is lightly armored but heavily armed for a so-called civilian-market speeder. It carries a pair of ball turret-mounted laser cannons, missile launchers, and an aft-mounted laser cannon. Inside, it carries up to twelve law enforcement officers in full riot gear, whom it can deploy in seconds before standing off to provide air support. It's relatively agile for an airspeeder of its size, and more than one criminal gang has been surprised by an LAAT/le that pops up from nowhere to disrupt illicit activities.

USING THIS VEHICLE

LAAT/le gunships are best used in dense urban settings, where their agility and powerful repulsorlift drives can exploit the many hiding places and vertical spaces. A patrol gunship popping up from behind a building or out from behind a holosign should be a constant worry for both criminals and Rebels. Even law-abiding citizens worry about these airspeeders, since a belligerent patrol can find any excuse to ruin a citizen's day.

ADVENTURE AND ENCOUNTER SEEDS

- LAAT/le gunships patrol from the skies above the city, their illuminators sweeping the streets. The PCs might think they are the targets, depending on their recent activities, but the real fugitive is a young Force sensitive, who soon bumps into the PCs. The youth might ask for help evading the search but don't want to explain the situation until they know they can trust the characters.
- The PCs have received four LAAT/le patrol gunships recently stolen from a local law enforcement motor pool. They have been stripped down and repainted, but with just a little scrutiny, it's clear where they came from and who previously owned them. A buyer is offering premium credits for delivery of the speeders, but the characters must get them to the buyer without the law discovering them. Of course, the local law is furious; it has issued an all-points bulletin and is offering a huge reward for information leading to recovery of the speeders and the arrest of the thieves. The GM can crank up the heat on the PCs by having trackers in the speeders constantly broadcasting their location.

LAAT/LE PATROL GUNSHIP

3	3	+0	DEF. FOR. PORT. STAN. DARD. AFT.	1	-	-	0	ARMOR	2
SILHOUETTE	SPEED	HANDLING						HT THRESHOLD	SS THRESHOLD
								15	12

Vehicle Type/Model: Atmospheric Patrol Craft/LAAT/le.

Manufacturer: Santhe/Rothana Heavy Engineering.

Maximum Altitude: 30 kilometers.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 40.

Passenger Capacity: 12.

Price/Rarity: 62,000 credits/5.

Customization Hard Points: 2.

Weapons: Ball turret-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted missile launchers (Fire Arc Forward; Damage 4; Critical 3; Range [Close]; Blast 2, Breach 1, Guided 2, Limited Ammo 4, Linked 1).



LO-KD57 LUXURY SAIL BARGE

Built by Ubrikkian Industries, the LO-KD57 sail barge is the final word in personal luxury vehicles. Purchased primarily by captains of industry, the fabulously wealthy, and others who enjoy conspicuous displays of wealth—Hutts, for example—each one is a monument to excess. Never mass produced, each sail barge is built to its owner's specifications. Ubrikkian sales reps are extremely good at separating fools from their money with additions of precious metals, rare textiles, high-end entertainment systems, fancy paint and interior decorations, and other very expensive customizations.

That said, there are several important commonalities across the class. The hull is a rough wedge shape—some detractors and waggish society observers describe it as “shoe-shaped”—with a long sloping prow and a raised stern. It has an open deck surrounded by a stout rail and shaded by two triangular sails that, although primarily for looks, can propel the vehicle along at a leisurely rate. Power comes from a massive UI-RT8 repulsorlift engine backed up by aft-mounted ion turbines, and steering is provided by many vernier thrusters. That's where the similarities end, however. The list of options for fitting out and personalizing one of these big barges is nearly endless.

Hutts are perhaps the most notorious luxury sail barge owners in the galaxy. The big vehicles let Hutts display their wealth and power and wage social warfare against other Hutts. Much is made over the difference between various Hutts' sail barges. Sabotage, vandalism, and outright theft of a rival's barge often serves as a prelude to war. Few of a Hutt's possessions are more significant than the sail barge; owning one is often a goal in and of itself.

USING THIS VEHICLE

A luxury sail barge serves better as a location or an obstacle than as an adversary. A huge, multidecked, starship-sized vehicle with plenty of small, out-of-the-way places within its hull, it's the perfect location for hiding out, stowing away, and engaging in other clandestine activities. Sail barges are also good for hijacking and general thievery, since they're typically loaded with wealthy owners and their wealthy guests. Characters could plan a heist to steal credits or some important information from a sail barge.

If blatant thievery isn't the characters' style, a sail barge on a cruise makes an excellent place to meet a high-powered contact. While a luxury sail barge's size, armor, and crew make a frontal assault difficult, as past evidence has shown, a dedicated team can easily take one down from within using just what's at hand.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are invited to a party aboard a powerful individual's luxury sail barge. Unfortunately, this vehicle was stolen from a Hutt in the not-so-distant past. While the party is well underway and the barge is packed with people, the Hutt's minions attack to get the barge back.
- While the characters are meeting with a Hutt contact aboard a sail barge, a mutiny breaks out. The characters happen to owe the Hutt a bunch of money and favors, but she is always good for her word and has helped them out in the past. Whose side are the characters on?

LO-KD57 LUXURY SAIL BARGE

4	2	-2	0	-	-	0	3
SILHOUETTE	SPEED	HANDLING	REF. FIRE/PORT/STARBORD/AFT				ARMOR
			NT THRESHOLD				ST THRESHOLD
			35				25

Vehicle Type/Model: Sail Barge/LO-KD57.

Manufacturer: Ubrikkian Industries.

Maximum Altitude: 10 meters.

Sensor Range: Short.

Crew: 26.

Encumbrance Capacity: 1,000.

Passenger Capacity: 300.

Price/Rarity: 300,000 credits/6.

Customization Hard Points: 2.

Weapons: Deck-mounted twin heavy blaster cannon (Fire Arc All; Damage 5; Critical 4; Range [Close]; Linked 1).





M-68 LANDSPEEDER

The legendary M-68 is one of Mobquet's most popular and successful landspeeders. Descended from a surprisingly sedate line of family-oriented, low-end consumer speeders, the M-68 was built for power and straight-line speed. It's a muscular, square-bodied, coupe-styled speeder with an open top and an eye-catching asymmetrical, and often controversial, front fascia and rear wing. At the M-68's heart is a huge, turbo-supercharged Mobquet MT-440 turbine engine driving a pair of M-A833 thrusters. This was the most powerful and advanced power train in its class when it first entered the market. Steering comes from a unique inertial maneuvering system that allows the vehicle to easily take corners at high speeds. While it is pricey, the M-68 is in high demand thanks to its speed and style. Unsurprisingly, it was recently named the most stolen model landspeeder on Corellia, where it's popular among street racers.

USING THIS VEHICLE

The M-68 is the ultimate muscle speeder. It's fast, tough, stylish, and in high demand, and it begs to be used in chases with lots of jumps and stunts. If a character owns an M-68, they should expect a bombardment of offers to buy it and constant challenges to races. They'll want to keep a very close eye on it lest it disappear and end up across the galaxy in some collector's garage or racer's stable. M-68s are often more trouble than they're worth, at least to noncollectors and other average citizens. Those who do own one possess a fanatic attachment to it and will do anything to protect it or retrieve it if stolen.

Since M-68s are considered collectors' items, with all that entails, only an extraordinary emergency would cause an owner to modify one past certain factory add-ons and performance mods. That said, these are

extraordinary times in the galaxy; an M-68 could make an exceptional scout car if equipped with improved sensors, a light weapon, or a further souped-up engine. If characters choose this last route, the Game Master should make sure to spend ☉ or ☾ to make the M-68 act up or break down due to its unsuitability for these modifications.

ADVENTURE AND ENCOUNTER SEEDS

- One of the characters' contacts hires them to transport a mint-condition M-68 to a collector. The problem is that another wealthy collector wants the same speeder and will do anything to get it.
- The PCs come into possession of a well-maintained M-68 at a great price, or in the course of a job. What they don't know is that the speeder was previously the property of a well-connected and dangerous criminal. There is spice, a murder weapon, or other evidence in the speeder that could land the PCs in trouble, and the owner wants it back!

M-68 LANDSPEEDER

SILHOUETTE	SPEED	HANDLING	DEF. FOR. PORT. STARDARD/REAR	ARMOR
2	3	+1	0 - - 0	0
			WT. THRESHOLD	SS THRESHOLD
			5	4

Vehicle Type/Model: Landspeeder/M-68.
Manufacturer: Mobquet Swoops and Speeders.
Maximum Altitude: 2 meters.
Sensor Range: Close.
Crew: One driver.
Encumbrance Capacity: 10.
Passenger Capacity: 1.
Price/Rarity: 9,200 credits/5.
Customization Hard Points: 2.
Weapons: None.



SC2-M REPULSOR TANK

The *Scout*-class 2-M repulsor tank is an innovative addition to the Imperial military. This small repulsor tank derives from the more established 2-M *Saber* class. The *Scout*-class tank has a very similar silhouette, with a triangular cockpit in a roughly square hull, with pointed "wings" swooping forward on either side. Like its predecessor, the *Scout* class is equipped with a shield generator for exceptional beam defense in a ground-based craft, but it cuts back on the heavy armament of the *Saber* class. Instead, the *Scout* class clears room for a third person aboard and a variety of potential advanced sensors, although none of them come standard in the vehicle. Its stripped-down weapons load-out still brings a frightening amount of power to the battlefield. When firing in salvo mode, its twin blaster cannons can tear into even heavy targets with a terrifying barrage.

In terms of mission duty, the SC2-M plays a role similar to that of the venerable AT-ST walker, but its repulsor drive and ray shielding make it a faster and more aggressive craft, ideal for hit-and-run tactics. It is resistant to the weapons most troops carry, and its high maneuverability makes it difficult for heavier assault craft to pin it down. Despite the various cost-cutting simplifications unique to the *Scout* class, it suffers from the same problems as many other repulsor tanks: long, expensive periods of maintenance in between tours of duty, and infamously temperamental electronics systems.

USING THIS VEHICLE

While they aren't great frontline fighters, SC2-M repulsor tanks make effective pickets, patrol vehicles, and raiders. GMs can use them to challenge characters posted in out-of-the-way or lightly defended places. They're more an annoyance than a serious threat to prepared military forces, but they can pose a definite risk to unprepared characters.

ADVENTURE AND ENCOUNTER SEEDS

- The characters have traced an ancient artifact or location, such as a forgotten temple site, to an isolated and inhospitable world. Before they can reach the object of their search, an Imperial Army battalion arrives, sets up a temporary base, and begins patrolling the area with SC2-M tanks. It seems they are looking for the same thing.
- While traversing rough terrain, the PCs come under attack by a squadron of SC2-M tanks. Unhindered by the terrain, the tanks attack and fall back to keep the PCs on the defensive, and only a clever plan can get them out of the predicament.

SC2-M REPULSOR TANK

3	2	+0	1	-	-	1	1
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STANDARD/AFT	WT THRESHOLD		SC THRESHOLD	
				8		4	

Vehicle Type/Model: Repulsor Tank/SC2-M.

Manufacturer: Rothana Heavy Engineering.

Maximum Altitude: 3 meters.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 25.

Passenger Capacity: 1.

Price/Rarity: 65,000 credits (R)/5.

Customization Hard Points: 2.

Weapons: Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

ADDITIONAL RULES

Salvo: As a maneuver, if the vehicle's current speed is 0, the pilot may fire its weapons in salvo mode. Until the vehicle moves, increase the value of the Linked quality of its twin forward-mounted light blaster cannon to 3.





SKYBLADE-330 SWOOP

The Skyblade-330 is a high-performance, high-altitude racing swoop built by relative newcomer Caelli-Merced Repulsorcraft. Big for a swoop, the Skyblade resembles Aratech's 74-series speeder bikes—so much so, in fact, that Aratech's legal division has taken an interest in just where C-MR's designers came up with the idea.

Knockoff or not, the Skyblade is a seriously impressive vehicle. Long and lean, it's little more than a powerful ion turbine engine with controls and a seat strapped on. It uses traditional control surfaces forward and aft, backed up by a proprietary repulsorlift system, and there is little in the way of comfort or safety for the pilot in the open saddle. The Skyblade is also difficult to master, and more than one aspiring pilot has ended up part of the landscape right after discovering that fact. Of course, that doesn't keep the Skyblade from being popular among a certain segment of swoop racers and sky pirates.

USING THIS VEHICLE

Skyblades are more capable than an average swoop. Since they're more speeder bike than swoop, Game Masters should use them more like a speeder bike: for long-range chases and fast, dangerous vehicle combat rather than for races or short-range work. GMs can make Skyblades available to characters in place of 74-Zs or even as replacements for higher-end swoops. They can be fitted with bigger engines, light weapons, and even light shield generators, which make them even more dangerous. Serious antagonists, especially bandit or pirate captains, might be mounted on Skyblades with some or all the aforementioned combat modifications. GMs can use Skyblades to place characters in tough situations at high altitudes or where high speed is dangerous.

ADVENTURE AND ENCOUNTER SEEDS

- Two race-prepped Skyblade-330s, their trailer, and a load of tools and spare parts were stolen from a famous swoop racing team. The team is offering a massive reward for their retrieval or, failing that, information leading to the thieves.
- The characters require the services of a notorious mercenary gang that uses Skyblades as fast-attack vehicles. The problem is that one of the characters needs to beat one of the mercs in a race through treacherous canyon before the mercs will even listen to their proposal.

SKYBLADE-330 SWOOP

2	4	+0	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF	TURRET	PORT	STARBOARD	AFT
			VE THRESHOLD				ARMOR
			3				3

Vehicle Type/Model: Swoop/Skyblade-330.
Manufacturer: Caelli-Merced Repulsorcraft.
Maximum Altitude: 350 meters.
Sensor Range: Close.
Crew: One pilot.
Encumbrance Capacity: 5
Passenger Capacity: 1.
Price/Rarity: 4,800 credits/4.
Customization Hard Points: 3.
Weapons: None.

STORM IV CLOUD CAR

The first high-atmosphere airspeeder to be classified as a cloud car, Bepin Motors' Storm IV was built for use by Cloud City's Bepin Wing Guard. Designed as a fast patrol and interdiction craft, it's a sturdy, reliable airspeeder composed of two single-occupant armored pods joined by a central spar. The portside pod holds the pilot and is equipped with a number of sophisticated sensors and an advanced navigation system. The starboard pod holds the craft's gunner, along with the targeting and fire-control computers. While the Storm IV isn't transatmospheric, each pod is pressurized and provides oxygen for the kinds of high-altitude work for which the craft was built. Along with their individual sensor suites, both the pilot and the gunner have a 360-degree field of view through one of the heavy transparisteel canopies that top each cockpit.

Dual Kyromaster ion engines, mounted in an armored nacelle in the craft's central spar, power the Storm IV. These small, powerful engines reach incredible speeds and altitudes and allow, through use of overdrive systems, limited low-orbital flight. The ion engines are supplemented by a standard Bepin Motors repulsorlift generator and a complex array of flaps, maneuvering thrusters, and etheric rudders, which make the Storm IV very agile. For armament, the Storm IV carries a linked pair of light, forward-facing blasters that provides a decent punch and range of engagement. While it is woefully undergunned and under-armored in comparison to even antiquated starfighters like the CloakShape and the Z-95 Headhunter, the Storm IV is more than a match for most modern airspeeders.

USING THIS VEHICLE

The Storm IV can fill a multitude of civilian and military roles in a campaign. From police to pirates to speeder racers, nearly everyone can find something to love about the Storm IV. Game Masters should take advantage of their speed, handling, and modular nature to customize them to keep them fresh and exciting, but they should always be either a wonder or a threat.

ADVENTURE AND ENCOUNTER SEEDS

- A group of pirates is using second hand Storm IV cloud cars to raid gas mining operations on a gas giant. This planet is very important to Alliance High Command due to its abundant natural resources. Can the characters find the pirates' base—an abandoned, mostly forgotten gas mining outpost hidden deep in the planet's thick atmosphere—end the threat, and secure the planet for the Alliance?

- A wealthy eccentric wants to start a cloud car racing series on a particularly turbulent gas giant in the Outer Rim. The characters are tasked with clearing a pack of dangerous, gas-eating flying creatures from the proposed race circuit. When they're hit with an energy weapon, the creatures explode with the force of a concussion missile. Time to break out the slugthrowers!

STORM IV CLOUD CAR

2	4	+1	0	-	-	0	1
SILHOUETTE	SPEED	HANDLING	DEF. THRESHOLD	FOR. THRESHOLD	PORT THRESHOLD	STARBOARD THRESHOLD	ARMOR
			5				7

Vehicle Type/Model: Cloud Car/Storm IV.

Manufacturer: Bepin Motors.

Maximum Altitude: 100 kilometers.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Price/Rarity: 30,000 credits/5.

Customization Hard Points: 2.

Weapons: Forward mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).



T-16 SKYHOPPER

Beloved of hot-rodders, daredevils, and law enforcement agencies throughout the galaxy, Incom's T-16 skyhopper is as fun as it is dangerous. A tiny, fragile craft with a pyramidal hull and three airfoils arranged in a triangular formation, the skyhopper is fast, nimble, and incredibly demanding of its pilot. Equipped with a pressurized, one-person cockpit and powered by redoubtable E-16/x ion engines, the T-16 is capable of both astonishing straight-line speed and aerial agility from low altitude to the limits of the atmosphere.

While skyhoppers are built primarily for pleasure and sport flying, armed and lightly armored skyhoppers are used by many law enforcement agencies and paramilitary forces around the galaxy for reconnaissance and patrol. Some even serve as trainers for starfighter pilots, as the fast little speeders share many features with Incom starfighters like the Z-95 Headhunter and the T-65B X-wing.

USING THIS VEHICLE

Skyhoppers are relatively innocuous vehicles, but in the right hands, they make fantastic ersatz fighter-craft or armed scout ships. Game Masters can outfit them with weapons and use them as law enforcement speeders on moderately developed worlds. Thanks to their pressurized cockpits, powerful engines, and starfighter-like performance, skyhoppers are also well suited for work around gas giants and other wide-open spaces where cloud cars operate. A pirate group flying modified T-16s equipped with shields, ion cannons, and magnetic grapples could make a fantastic antagonist group for characters, especially if run by a clever and underhanded pirate captain.

T16s' utility isn't limited to high-altitude hijinks, either. Game Masters can spring skyhoppers on vehicle- or beast-mounted characters to harry or herd them in a particular direction. They are also capable air support for land-based bandits, shooting up and separating vehicles and convoys that the bandits then plunder.

Finally, T-16s make excellent vehicles for Player Characters, especially in campaigns that are limited to a single world or system. They can stand in for anything from a Z-95 Headhunter to an X-34 landspeeder and can be equipped to do just about any kind of work, from scouting to racing to fighting. They're extremely versatile, and ingenious players can do great things with them.

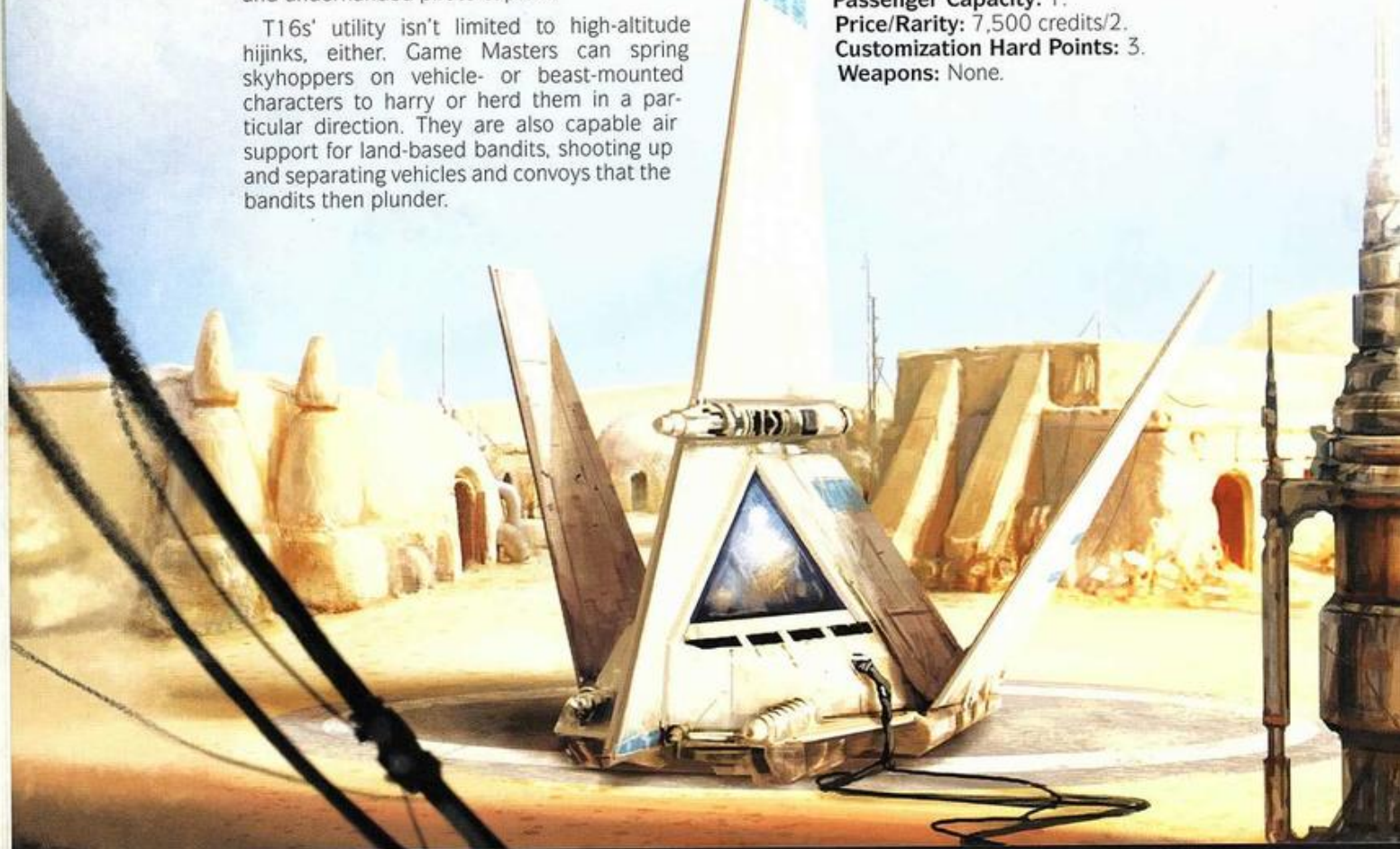
ADVENTURE AND ENCOUNTER SEEDS

- The characters are raw pilot recruits training on skyhoppers before being moved into Z-95 Headhunters. While the PCs are on a training mission, the Imperial Navy attacks, and the green pilots in their lightly-armed trainers find themselves facing off against veteran TIE fighter jocks.
- Rumor has it that out in the boondocks, there's an old mechanic who knows everything there is to know about hot-rodding skyhoppers. A wealthy client hires the characters to find this mystery mechanic and bring them back to prep skyhoppers for a high-stakes aerial race.

T-16 SKYHOPPER

2	4	+3	DEF. FOR. PORT. STAB. DART. AFT.	ARMOR
0	-	-	0	1
SILHOUETTE	SPEED	HANDLING	HY. THRESHOLD	SS THRESHOLD
			4	6

Vehicle Type/Model: Airspeeder/T-16 skyhopper.
Manufacturer: Incom Corporation.
Maximum Altitude: 300 kilometers.
Sensor Range: Short.
Crew: One pilot.
Encumbrance Capacity: 12.
Passenger Capacity: 1.
Price/Rarity: 7,500 credits/2.
Customization Hard Points: 3.
Weapons: None.



T-47 AIRSPEEDER

Incom's T-47 is a powerful, sturdy, low-altitude airspeeder designed for use in shipyards and industrial complexes. This low-profile, wedge-shaped airspeeder seats its two crew back to back in a cramped but well laid-out cockpit with the pilot facing forward and the cargo handler facing aft. Extremely sturdy, the T-47 has a reinforced hull and hardened electronic systems built to survive the strain of towing heavy loads, low-speed collisions, and other hazards of industrial work.

Like many of Incom's products, the T-47s were designed with an eye to end-user modification. Thanks to the speeder's designated role as a tug and heavy lifter, its repulsorlift engine produces an immense amount of power, which means that when it is unburdened by cargo, it produces an excess. Given its redundant electrical systems, modular design, and series of universal power couplings installed to facilitate quick modification, the T-47 can easily handle both the weight and power demands of aftermarket modifications.

The Rebel Alliance uses modified T-47s as fast ground-attack airspeeders. Loaded with heavy blaster cannons and armor, these airspeeders make excellent atmospheric fightercraft despite their low maximum altitude. T-47s have shown a surprising ability to operate in extremes of heat and cold with little difficulty even with these modifications.

USING THIS VEHICLE

T-47s are modular and configurable in countless ways for an equally countless number of jobs. They're relatively fast, but they're lightly armored and suffer from being built as civilian vehicles rather than as dedicated military speeders. Game Masters can have T-47s show up anywhere and in the hands of anyone from dockworkers to speeder gangers to smugglers.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs need to reach an ancient Jedi temple atop a freezing, fog-shrouded, storm-wracked mountain peak. T-47s are among the few vehicles sturdy enough for the environment—and fast enough to evade the ravaging, bioelectric, winged predators that dwell amid the crags!
- The characters have infiltrated an Imperial shipyard to intercept a shipment of weapons. The sealed weapon crates are too big to move by hand, but in the yard are some T-47s used to push containers around. Can the characters commandeer the T-47s and get the weapons out of the yard before they're discovered?

ELECTROMAGNETIC HARPOON

Mounted in a remote-operated turret aft of the cockpit, the T-47's electromagnetic harpoon was designed with towing in mind. Controlled by the speeder's systems operator, or by the pilot in a pinch, the harpoon consists of a pneumatic cannon that launches a short durasteel rod connected to a few dozen meters of high-tensile braided cable. The rod is tipped with a powerful electromagnetic disk that receives its power through the harpoon's cable, which is in turn connected to a powerful winch located in the hull beneath the cannon. When the harpoon strikes its target, such as a shipping container or a ship's hull, for example, the electromagnet holds fast and enables the cargo handler to reel in whatever they've speared for ease of hauling. While not a weapon per se, the harpoon can be used to knock down personnel or droids, move obstacles, ensnare large creatures or vehicles, and generally create havoc.

T-47 AIRSPEEDER

2	4	+0	0	-	-	0	1
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBOARD/AFT	MT THRESHOLD		AS THRESHOLD	
				4		6	

Vehicle Type/Model: Airspeeder/T-47.

Manufacturer: Incom Corporation.

Maximum Altitude: 175 meters.

Sensor Range: Close.

Crew: One pilot, one co-pilot/rear gunner.

Encumbrance Capacity: 6.

Passenger Capacity: 0.

Price/Rarity: 18,000 credits/3.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

Aft turret-mounted electromagnetic harpoon (Fire Arc Rear; Damage —; Critical —; Range [Close]; Knockdown, Limited Ammo 1, Tractor 3).



X-34 LANDSPEEDER

One of the most popular landspeeders in the galaxy, SoroSuub's X-34 has been in production in one form or another for decades. Designed for regular commuting and leisurely cruising, the X-34 is a two-seat, coupe-styled speeder with a long, low silhouette and a solid reputation for reliability. Offered in various trim levels from stripped-down commuter to "sport luxury," it's powered by SoroSuub's Twinstar repulsorlift engine, which provides respectable performance. The Twinstar is one of the best-built, most reliable repulsorlift engines in its class, another mark in the X-34's favor. The Twinstar is supplemented by a trio of low-output turbofan engines mounted far aft in spar-mounted nacelles. These nacelles give the X-34 its trademark silhouette, recognized throughout the galaxy and often appearing in SoroSuub's advertising.

What the X-34 lacks in style and dash, it more than makes up for in utility and reliability. The two-seat cockpit is snug and well laid out with intuitive controls and an easy-to-read instrument panel. The seats are formfitting buckets equipped with a four-point harness and covered in a hard-wearing, weather-resistant textile that retains its color well and easily repels dirt, water, dust, and other contaminants. Designed with the end user in mind, the X-34 is simple to both drive and repair. Internal systems are easy to reach behind quick-release panels, and the control systems are very forgiving; even a protocol droid can handle one. These features, along with excellent customer service from SoroSuub and a robust aftermarket, make the X-34 a great choice for a small utility speeder.

USING THIS VEHICLE

The X-34's most important feature, as far as Player Characters are concerned, is its sheer mundaneness. X-34s are everywhere and used by everyone, from commuters to farmers and from couriers to law enforcement. They are virtually invisible; even the most suspicious Imperial trooper or criminal lookout tends not to notice them. The fact that X-34s are boring and common as dirt is something that players can use to their characters' advantage.

ADVENTURE AND ENCOUNTER SEEDS

- The characters were recently robbed. The thief made off with a pile of their stuff, including one or more mission-critical items. The PCs didn't see the thief in the act, but they can find surveillance vid showing a suspect speeding off in an X-34. The footage is grainy, and the lead is weak, but it's better than nothing. The problem is that their current location is lousy with X-34s, so finding the correct one and its owner, if it hasn't been ditched and burned or chopped up yet, will be quite a feat. Game Masters should feel free to include a partially visible ID plate on the vehicle if the players succeed on relevant skill checks.
- Aratech contacts the characters for a job. SoroSuub is testing an all-new replacement for the X-34, and Aratech wants it. The characters need to infiltrate the testing facility, steal the prototype, and drop it at a secure Aratech facility.

X-34 LANDSPEEDER

SILHOUETTE	SPEED	HANDLING	OFF-FORW/PORT/STARRBOARD/AST	ARMOR
2	2	+0	0 - - 0	0
			HT THRESHOLD	SS THRESHOLD
			4	5

Vehicle Type/Model: Landspeeder/X-34.

Manufacturer: SoroSuub.

Maximum Altitude: 1 meter.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 15.

Passenger Capacity: 1.

Price/Rarity: 4,500 credits/2.

Customization Hard Points: 2.

Weapons: None.





II GROUND VEHICLES

In a galaxy where antigravity technology has been commonplace for millennia, ground-borne vehicles are uncommon on most worlds. Those that are in use tend to fulfill specialized purposes. Notably, the Imperial war machine makes extensive use of walkers; these vehicles can handle a variety of terrain, provide stable weapons platforms, and are indisputably intimidating to most sentient life forms.



20-T RAILCRAWLER CONVEYEX TRANSPORT

The 20-T Railcrawler by Kuat Drive Yards is one of the premier conveyex cargo haulers in the galaxy. Conveyex systems are a modern take on ancient freight trains, and like those old workhorses, they consist of a powerful engine that pulls a line of modular cargo containers. Unlike the old train systems, however, conveyex systems use narrow, endless link belts like tank treads, rather than steel wheels and trucks, to propel the trains along their narrow, elevated track systems. This allows the trains to travel at incredible speeds without fear of derailling and, since the belts mesh with the rails instead of riding atop them, to mount engines and cars to both sides of the rails.

Railcrawlers and similar conveyex systems are typically deployed on undeveloped frontier worlds to move supplies cheaply between far-flung settlements. They are also used to reach settlements and facilities that are difficult or impossible to reach with speeders or walkers. They rely primarily on their speed and heavy armor to protect themselves from hijackers and other threats, but they are armed with laser weapons to hold off particularly determined thieves. Wherever they are used, Railcrawlers are an irresistible temptation to criminals and train robbers, but one that often ends in the criminals' destruction.

USING THIS VEHICLE

Game Masters should use the 20-T like they'd use any other kind of train: to haul copious amounts of precious cargo and to provide the characters with something to steal or protect. Train robberies are great adventures, whether the PCs are doing the robbing or repelling thieves. The 20-T is familiar enough but has that *Star Wars* feel that makes it slightly fantastic. GMs should use Railcrawlers sparingly in a centerpiece encounter or at the end of an adventure arc. If the characters manage to pull off their mission, they should be rewarded accordingly!

ADVENTURE AND ENCOUNTER SEEDS

- The characters receive a tip that a Railcrawler carrying some valuable cargo (appropriate to the campaign and the PCs' needs) is passing through. The characters find out the hard way that not only is the cargo under guard, but the train is also transporting stormtroopers!
- Some months back, a local bandit gang hijacked a 20-T Railcrawler, killed the crew, and stole both the train and the cargo. The bandits now use the stolen train to terrorize settlements along the branching and largely subterranean track. The train is always on the move, and no one knows when or where it will strike next. It's up to the characters to find and stop the bandits.

20-T RAILCRAWLER CONVEYEX TRANSPORT

4	2	-5	0	-	-	0	4
SILHOUETTE	SPEED	HANDLING	DEF. ARC (FRONT/STARBOARD/AFT)				ARMOR
			HTV THRESHOLD				SS THRESHOLD
			35				28

Vehicle Type/Model: Conveyex/20-T Railcrawler.

Manufacturer: Kuat Drive Yards.

Sensor Range: Medium.

Crew: One driver, one co-driver/engineer.

Encumbrance Capacity: 75.

Passenger Capacity: 2.

Price/Rarity: 140,000 credits/7.

Customization Hard Points: 2.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Dorsal turret-mounted twin light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

ADDITIONAL RULES

Cargo Containers: A Railcrawler can tow any number of intermodal cargo containers (see opposite sidebar). These do not count against its encumbrance capacity or affect its speed and handling.

Trackbound: As a rail train, a Railcrawler is severely restricted in its mobility compared to other vehicles. A Railcrawler can only move along its track, but it can change to a different track if one is available. In order to reverse direction, a Railcrawler must first reduce its current speed to 0.

20-T RAILCRAWLER INTERMODAL CARGO CONTAINERS

The intermodal cargo containers hauled by the 20-T are heavily armored, environmentally sealed, high-security containers that are extremely hard to break into. Typically, unless an ace slicer is on hand to crack the container's security system, breaking into a container requires enough force to destroy it and whatever is inside.

Cargo containers are incapable of moving under their own power but can be attacked individually, with the following profile:

Silhouette 4; Armor 4; Hull Trauma Threshold 20; Encumbrance Capacity 400.

48 ROLLER WHEEL BIKE

In a galaxy full of oddities, wheel bikes may be some of the oddest things out there from a technological point of view. As they are both impractical and antiquated, no one is quite sure why wheel bikes are still produced or why they continue to be so popular. However, it doesn't take a marketing genius to figure it out. Wheel bikes are, in a word, ridiculous—ridiculously cheap, ridiculously fast, ridiculously dangerous, and ridiculously fun. In a galaxy full of countless billions of sentients, many of whom are adventurous thrill seekers, something as foolish and dangerous as a wheel bike will always find a large audience. One of the most popular of these mechanical atavisms is the 48 Roller by GallisTech.

The Roller is a one-person wheel bike: a contraption consisting of a single, large wheel piloted from within. GallisTech decided to power its wheel bike with a pair of jet engines. This gives the Roller an impressive speed but makes it even harder to control. Skilled operators can steer the Roller by simply leaning in the direction they want to turn. Unskilled drivers, on the other hand, quickly find themselves smeared across the landscape. The Roller is often found on frontier planets on the Outer Rim, where, unsurprisingly, it's most popular among speed-obsessed youth.

USING THIS VEHICLE

Wheel bikes are curious things and should be used by curious people in curious places. Use wheel bikes to set a location apart from the norm. Perhaps the location is such a backwater that no one uses repulsorcraft, or maybe the people are so eccentric or tech-averse that wheel bikes are the preferred method of travel. Where there are vehicles, there are vehicle gangs, and wheel bikes are well suited to that job.

ADVENTURE AND ENCOUNTER SEEDS

- The characters have made a delivery to a particularly isolated world in the Outer Rim, and during their layover, they fall in with a local underground wheel bike racing crew. Wheel bike racing is exciting and dangerous, and it can pay off big time for a talented racer. Do the characters have what it takes to win some races and claim some prizes?
- Local law enforcement has arrested a high-ranking member of a local wheel bike gang. In retaliation, the gang has taken to marauding through the countryside attacking settlements and terrorizing citizens. The characters are tasked with putting a stop to this any way they can.

48 ROLLER WHEEL BIKE

2	3	-2	0	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	NT
			NT THRESHOLD				SS THRESHOLD
			3				3

Vehicle Type/Model: Wheel Bike/48 Roller.

Manufacturer: GallisTech.

Sensor Range: None.

Crew: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 0.

Price/Rarity: 750 credits/5.

Customization Hard Points: 0.

Weapons: None.



ALL TERRAIN ANTI AIRCRAFT

One of the less well-known members of Rothana Heavy Engineering's AT-series walker family, the AT-AA was first produced during the final years of the Clone Wars. Slow and tough, this walker is still fielded by the Imperial Army as a mobile heavy air-defense vehicle. A rarity among walker designs, the AT-AA is long and low to the ground, with four short legs ending in three-toed feet. The legs extend out from the sides of the hull rather than straight down like those of an AT-AT or AT-ST. This gives the walker a lizard-like, rather than mammal-like, gait and appearance. These walkers are operated by a crew of three—a pilot, gunner, and commander—housed in a cramped, forward-mounted control pod. The rest of the vehicle is given over to the power, drive, and fire-control systems.

Heavily armored for a walker of its size, the AT-AA is a slow, plodding vehicle better suited to rear echelon, over-the-horizon artillery support and air defense than to front line combat. In its role as an air-defense walker, the AT-AA is armed with either a turret-mounted twin flak cannon or a turret-mounted quad concussion missile battery. This armament, combined with the vehicle's sophisticated air-defense targeting system,

allows a squad of AT-AAs to deny a remarkably broad swath of sky to enemy airspeeders and starships. While they can keep entire squadrons at bay with their flak bursts and concussion missiles, AT-AAs lack

any secondary armaments and thus are woefully susceptible to attack from ground vehicles and infantry. While the walkers are equipped with firing ports from which the crew can shoot their personal weapons, the vehicles have few defenses against a determined ground-based enemy. As such, AT-AAs are typically fielded with infantry and AT-ST support.

USING THIS VEHICLE

AT-AAs are the perfect obstacle for a speeder- or starfighter-based campaign. Ground-based turbolasers and ion cannons may pack more punch, but a squadron of four AT-AAs mounting flak cannons can deny a huge area and move while doing it. AT-AAs have weaponry that, together with other anti-aircraft/anti-spacecraft weapons on fixed installations or dedicated vehicles, can pose a threat to even the most well shielded of ships. Game Masters should drop AT-AAs around sensitive areas where the characters expect to fly and let the characters figure out how best to deal with them.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are escorting a convoy that must reach a shielded Rebel base before an Imperial aerial bombardment can decimate the convoy. The convoy includes a captured AT-AA, which is both the slowest vehicle and the best bet for a preemptive counter to the incoming TIE fighters. Do the PCs abandon the AT-AA and rely on the base's defenses or risk being caught in the open in order to use it?
- The characters must defend a quartet of AT-AAs from approaching Imperial Army infantry during the evacuation of a Rebel base. If the AT-AAs are destroyed, the Rebels will be overrun by Imperial landing ships and captured or killed.

ALL TERRAIN ANTI AIRCRAFT

4	1	-2	0	-	-	0	4
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/AFT	WEIGHT THRESHOLD		ARMOR THRESHOLD	
				20		18	

Vehicle Type/Model: Walker/AT-AA.
Manufacturer: Rothana Heavy Engineering.
Sensor Range: Medium.
Crew: One pilot, one gunner, one vehicle commander.

Encumbrance Capacity: 25.

Passenger Capacity: 2.

Price/Rarity: 135,000 credits (R)/7.

Customization Hard Points: 0.

Weapons: Turret-mounted twin light flak cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Blast 4, Linked 1, Slow-Firing 1, Vicious 3) or Turret-mounted concussion missile tube (Fire Arc Up; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 36, Slow-Firing 1).



ALL TERRAIN ARMORED CARGO TRANSPORT

The All Terrain Armored Cargo Transport is a heavy-duty logistics walker and cargo hauler based on the successful All Terrain Armored Transport. Like the AT-AT from which it was developed, the AT-ACT is an imposing, lumbering, four-legged walker with a decidedly elephantine appearance. That's where the similarities end, however. Unlike the heavy-hitting, troop-carrying AT-AT, the AT-ACT was designed to haul munitions and materiel in support of military operations. Used by both the Imperial Army's corps of engineers and the Imperial Navy's logistics corps, these massive cargo-carrying walkers are typically deployed at shipyards and major Imperial military construction sites throughout the galaxy.

Like the combat-oriented AT-AT, the larger AT-ACT features a spacious, heavily armored slab of a hull supported by four multi-jointed legs with broad, round feet. The walker's command deck is mounted on the end of an articulated neck and contains a two-position cockpit as well as the weapon systems. Taking the place of the AT-AT's troop compartment and small speeder-bike hangar is a capacious, two-decked cargo hold. Equipped with a sophisticated cargo-handling and inventory system, the AT-ACT can load or unload immense amounts of materiel in a matter of minutes. To keep that materiel safe, the walker features armor that can shrug off nearly anything short of an anti-armor missile or a direct hit from a turbolaser. Each AT-ACT is fitted with a pair of high-output heavy lasers for defense and, in a pinch, light anti-vehicle support.

USING THIS VEHICLE

Unless they are based at a construction site or shipyard, AT-ACTs never deploy alone. If the characters end up tangling with an AT-ACT, it's very likely that they'll also have to deal with AT-ATs, AT-STs, and other armored fighting vehicles.

Game Masters should use AT-ACTs as giant targets rather than as threats. They're slow and carry a whole lot of valuable cargo that a desperate group of Rebels or criminals could use. Tempt the players with shipping manifests and bills of lading. Have them observe much-needed (or extremely valuable) materiel being loaded into a convoy of AT-ACTs. Once the PCs are committed, make the mission hard and dangerous but with a big payoff.

ADVENTURE AND ENCOUNTER SEEDS

- The characters have acquired an abandoned AT-ACT on the battlefield. They need to get it running so that they can use it to infiltrate an Imperial armor depot in preparation for a Rebel assault.

- A column of AT-ACTs supported by AT-STs and some Imperial Army repulsor tanks is heading from the characters' current location to a secret Imperial installation. The PCs need to find a way to hide in the AT-ACTs and smuggle themselves into the secret facility to perform some reconnaissance.

ALL TERRAIN ARMORED CARGO TRANSPORT

4	1	-3	DEF. FIRE/POINT/STANDARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	3
			AT THRESHOLD	30
			30 THRESHOLD	30

Vehicle Type/Model: Heavy Walker/AT-ACT.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one vehicle commander/gunner/loadmaster.

Encumbrance Capacity: 500.

Passenger Capacity: 10.

Price/Rarity: 125,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Forward-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).



ALL TERRAIN ARMORED TRANSPORT

Part troop carrier, part heavy assault vehicle, and part terror weapon, the Imperial Army's All Terrain Armored Transport is one of the heaviest vehicles on the modern battlefield. Known colloquially as an AT-AT, this massive, lumbering, quadrupedal walker is covered in near-impregnable armor and armed with an array of heavy lasers and blaster cannons. KDY designed the vehicle to carry full platoons of Imperial soldiers with their combat gear and to demoralize and strike terror into enemy combatants, two roles it performs exceedingly well.

In combat, AT-ATs plod forward in a seemingly unstoppable group, softening up targets at range with their weapons and preparing the field for the deployment of their troops. Once their troops are deployed, AT-ATs typically remain on the battlefield providing fire support while drawing enemy fire. Thanks to their sophisticated sensors and command and control systems, AT-ATs also often double as mobile command centers, allowing a high-ranking officer to lead their soldiers from the front in relative safety.

USING THIS VEHICLE

Game Masters should use AT-ATs sparingly, and only then when it really counts. A well-commanded squadron of AT-ATs supported by smaller, faster walkers and infantry fighting vehicles should be a terrifying thing. Play them smart, and the players will quickly learn to respect and fear them. Also, don't forget that each AT-AT carries an entire platoon of combat-ready troopers in its belly along with speeder bikes and other materiel. If the AT-ATs show up, something has gone terribly wrong and a whole lot of devastation is about to be visited on the characters and their allies.

ADVENTURE AND ENCOUNTER SEEDS

- The characters are tasked with infiltrating a Kuat Drive Yards facility that produces AT-ATs and other walkers. Once inside, they need to sabotage the works to interrupt walker production. If they are discovered, the facility will lock down, and they'll be forced to fight their way out.
- During a routine patrol of a former battleground world, the PCs come upon a crashed Y-45 armored transport and its combat-ready AT-AT cargo. Inside are the bodies of the crew. The walker sustained damage in the crash, but a quick inspection reveals that the characters can get it running again with what's aboard the crashed transport. Unbeknownst to the characters, an Imperial Navy salvage team is en route to retrieve the hauler and its walker cargo; if the characters spend enough time fooling around with the AT-AT, they'll have to deal with the Imperial engineers.

ALL TERRAIN ARMORED TRANSPORT

4	1	-3	0	-	-	0	5
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT./STANDARD/REAR	HT THRESHOLD		SS THRESHOLD	
				40		35	

Vehicle Type/Model: Heavy Assault Walker/AT-AT.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one co-pilot/gunner, one vehicle commander, one engineer, one loadmaster.

Encumbrance Capacity: 100.

Passenger Capacity: 40 troops with full combat gear.

Price/Rarity: 150,000 credits (R)/5.

Customization Hard Points: 3.

Weapons: Forward-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted twin heavy blaster cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).



ALL TERRAIN DEFENSE POD

Kuat Drive Yards' All Terrain Defense Pod is a light, fast, bipedal patrol walker recently introduced into the Imperial Army. Descended from the Republic's single-seat AT-RT reconnaissance walker and cousin to the Imperial Army's newer All Terrain Scout Transport (AT-ST), the AT-DP was designed primarily for policing instead of frontline combat. Deployed to occupied worlds throughout the Empire, this walker is used principally to defend important Imperial assets such as military facilities, shipyards, distribution centers, and vital infrastructure. On worlds plagued with unrest or high insurgent activity, the AT-DP is used for patrol and policing, for which its speed, agility, and firepower can be put to good use.

Like its AT-ST cousin, the AT-DP is a tall, awkward-looking vehicle consisting of an armored hull perched atop two birdlike legs. Unlike the boxy AT-ST, the AT-DP has a long, rounded hull with a narrow cross section that allows it to move easily through dense urban environments. Broad, round feet and a sophisticated gyroscopic balancing system keeps this walker stable on broken ground and in hilly or mountainous environments. The tandem cockpit is tight but well laid out to improve the efficiency and combat effectiveness of the two-person crew. Lightweight armor and the angled hull provide respectable protection against small arms and even light anti-vehicle weapons while supporting the walker's speed and maneuverability. A single Kyuzo Maad-38 heavy laser cannon mounted in a forward-facing ball turret is the AT-DP's only weapon, but one that gives the walker a surprisingly powerful punch for a relatively light vehicle.

While rare on the battlefield, AT-DPs are common on Imperial-occupied worlds. Trading on some of the AT-ST and AT-AT's frightful reputations, AT-DPs have proven remarkably well suited to policing and keeping an unruly populace in line. Their light armor can turn most weapons used by an angry mob of civilians, and their single heavy laser cannon can wreak absolute havoc in tight urban areas.

USING THIS VEHICLE

Game Masters should deploy AT-DPs in pairs, and they should seriously consider supplying extra support such as military police squads or TX-225 GAV/w Occupiers. Although AT-DPs are heavily armed, clever Rebels can easily thwart them. AT-DPs can be knocked over or otherwise immobilized relatively easily, and an immobile AT-DP is a helpless AT-DP. These walkers can be used in much the same way as Occupiers or C-PH patrol speeder bikes: to provide a highly visible symbol of Imperial occupation and, when needed, to put pressure on the characters.

ADVENTURE AND ENCOUNTER SEEDS

- The characters are trapped in a city under Imperial lockdown. AT-DPs supported by squads of Imperial Army Military Police patrol the streets, and anyone found outside after curfew is arrested and thrown



in the Imperial detention facility. The characters are carrying important time-sensitive information that they need to get offworld before it's too late to act on.

- AT-DPs in the local Imperial Army Military Police motor pool keep going haywire. They go on uncontrolled rampages through the city with their pilot trapped inside, or spin in circles in the middle of intersections, or try to walk through walls only to bounce off repeatedly—among other odd behaviors. The IMPs haven't pulled them completely from service, but they are extremely interested in finding out who or what is causing the walkers to malfunction. In this case it's a lone-wolf slicer with a mobile rig slicing into the walkers' computers remotely. This individual's actions risk bringing the heat down on local Rebel operatives.

ALL TERRAIN DEFENSE POD

3	2	+0	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF. FOR/PORT	STARBOW/AST	ARMOR		
			NT THRESHOLD	SS THRESHOLD			
			13	10			

Vehicle Type/Model: Patrol Walker/AT-DP.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 15.

Passenger Capacity: 0.

Price/Rarity: 50,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy laser cannon [Fire Arc Forward; Damage 6; Critical 3; Range [Short]].

ALL TERRAIN DEFENSE TURRET

The AT-DT is a self-propelled artillery piece fielded by the Imperial Army. Based on KDY's All Terrain Scout Transport, the AT-DT is a tall, awkward-looking walker that uses the AT-ST's drivetrain and shares features with other AT-series walkers. Instead of the AT-ST's armored hull and laser cannons, the AT-DT's defense turret mounts a large-caliber, long-range, self-loading artillery cannon in an open-topped platform. The vehicle is operated by a single pilot who is primarily there to move the walker into position and open fire, as the cannon's fire-control systems handle everything from loading to calculating windage to firing.

AT-DTs are rare on the front lines. The walker's only armor is a thick composite plate at the front that shields the cannon; the rest of the vehicle is open to the elements and to incoming fire. While the cannon is quite devastating, the walker platform itself is finicky and suffers from the same drivetrain flaws as the AT-ST. While these walkers can supply fantastic support to infantry and light armor formations, they are easily defeated and, if used carelessly, can cause just as much damage to friendly forces as they do to the enemy.

USING THIS VEHICLE

There's an old saying that goes, "Artillery adds dignity to what otherwise would be an ugly brawl." AT-DTs don't quite live up to that expectation, but they can be used to great effect by a clever Game Master who pays attention to what is happening offscreen. AT-DTs should never be seen in frontline combat, as their thin armor leaves them vulnerable, and their weapons are only good for long-range fire. They are exceptional support units, however, and Game Masters can use them to defend installations and provide surprise artillery barrages during hectic battles.

ADVENTURE AND ENCOUNTER SEEDS

- During a pitched battle with Imperial forces, Rebel positions come under heavy artillery fire. The characters are dispatched to seek out and eliminate the artillery—a few squadrons of AT-DTs under the command of a particularly clever artillery officer.
- The characters need to move an AT-DT battery—a handful of vehicles, their pilots, support troops, ammo, etc.—into position on a high ridge. The climb will be difficult, and the entire group will be exposed to enemy fire from the ground and from aerospace craft at various points. If the characters are successful, the AT-DTs will play a pivotal role in routing some dug-in Imperial forces.



ALL TERRAIN DEFENSE TURRET

SILHOUETTE	SPEED	HANDLING	DEF. FIRE / PORT / STARBORD / AFT	ARMOR
3	1	-1	1 - - 0	1
			HT THRESHOLD	SS THRESHOLD
			12	10

Vehicle Type/Model: Artillery Walker/AT-DT.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot/gunner.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Price/Rarity: 44,000 credits (R)/7.

Customization Hard Points: 1.

Weapons: Forward-mounted self-loading artillery cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Medium]; Blast 3, Breach 2, Inaccurate 2, Slow-Firing 1, Vicious 2).

Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

ADDITIONAL RULES

Long-Range Support: Upgrade the difficulty of ranged combat checks using the AT-DT's artillery cannon once if the target is within medium range in personal scale.

ALL TERRAIN RECONNAISSANCE TRANSPORT

The AT-RT is a small, lightweight, one-seat walker first fielded by the Grand Army of the Republic during the Clone Wars for reconnaissance, forward control, and escort and light strike duties. Piloted by a single trooper, the AT-RT grants its scout platoons both high mobility and tactical flexibility. It features a powerful encrypted comm system, a small but sophisticated sensor package, and a sound-baffling system to aid in stealthy operations.

For combat operations, the AT-RT mounts a heavy repeating blaster in the forward hull. This gives the vehicle respectable anti-personnel and light anti-armor capabilities and provides the pilot with enough firepower for nearly any mission.

The AT-RT's open top exposes the pilot to attack, inclement weather, and hazardous environments. While the hull—and the pilot's armor—provide some protection against shrapnel and small-arms fire, AT-RT pilots are advised to make a tactical withdrawal in the face of heavy resistance.

USING THIS VEHICLE

Giving characters access to AT-RTs can make for some fantastic encounters. Characters who are Rebels or smugglers might use AT-RTs to run military surplus weapons to Rebel cells. AT-RTs' speed, maneuverability, and respectable firepower make it a great vehicle for individual PCs in a vehicle-centric game. Remember, however, that AT-RTs are not front-line combat walkers and that PCs who treat them that way should quickly discover the error of their ways.

ADVENTURE AND ENCOUNTER SEEDS

- An Alliance force reconnaissance squad mounted on AT-RTs is attacked in the night while camping. The attack is a diversion; the real aim of the attackers is to steal the squad's AT-RTs. The attackers are heavily armed bandits looking for what they think is an easy score.
- The PCs are on a mission or job that requires them to spring into action quickly and cover ground rapidly. To accomplish this, they are given AT-RTs and sealed inside a large armored cargo container. The PCs must contend with whatever discomfort the transit inflicts on them and be ready to act as soon as the container opens.



ALL TERRAIN RECONNAISSANCE TRANSPORT

2	3	+1	1	-	-	0	0
SILHOUETTE	SPEED	HANDLING	DEF. TONE / PORT / STARBORD. / AFT	ARMOR		RT THRESHOLD	
				4		8	

Vehicle Type/Model: Reconnaissance Walker/AT-RT.

Manufacturer: Kuat Drive Yards.

Sensor Range: Medium.

Crew: One pilot.

Encumbrance Capacity: 7.

Passenger Capacity: 0.

Price/Rarity: 8,000 credits (R)/8.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy repeating blaster—this weapon's profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

ALL TERRAIN SCOUT TRANSPORT

The Imperial Army's AT-ST is a medium-sized bipedal walker designed as a fast force reconnaissance vehicle. Unlike its larger, heavier AT-AT siblings, the AT-ST is quite fast and agile. Deployed either in tandem for long-range reconnaissance or in a squadron when supporting troops or armor, the AT-ST consists of a lightly armored, slab-sided command pod set atop a pair of thin reverse-articulated legs. The command pod can rotate through 180 degrees, allowing the walker to bring its weapons quickly to bear without having to reorient its legs or change position—an extremely useful feature when fighting in rough or broken terrain.

Armed with a versatile mix of blasters and ordnance, AT-STs can fill both anti-personnel and light anti-armor roles with ease. While certainly capable, AT-STs have a reputation as relatively fragile, high-maintenance vehicles. Their drive systems are especially finicky, requiring many, many hours of maintenance. They also

need a firm hand and observant mind at the controls; an inattentive pilot can easily become entangled in obstacles or heavy ground cover.

USING THIS VEHICLE

AT-STs look great on flimsiplast and can prove terrifying opponents, but they have something of a reputation within the Imperial Army for being unreliable. They are excellent light combat and recon walkers—when they work correctly. AT-STs have perhaps the highest maintenance-hour record in the entire army. Game Masters can play on this reputation for high-maintenance frailty by using AT-STs in clever ways and luring the players into a false sense of security. Conversely, if an encounter is going against the PCs, the GM might have a technical malfunction even the playing field, perhaps as a result of ☹ or ☹ on a PC's check, or ☹ or ☹ on a check the AT-ST pilot makes.

ADVENTURE AND ENCOUNTER SEEDS

- An Imperial Army light-armor squadron has run the characters to ground and trapped them in a box canyon. The characters don't have the firepower to stand up to the AT-STs that are moving in, nor do they have the equipment needed to scale the walls and escape before the Imperials get to them. With a bit of luck and smart use of the natural terrain, however, they may just survive.
- A heavily damaged AT-ST showing signs of recent combat wanders into the town where the characters are staying. Inside the vehicle is a half-dead Imperial Army officer. The thing is, there's no Imperial presence on this planet. Where did this mysterious officer and their beat-up AT-ST come from, and what happened to them?

ALL TERRAIN SCOUT TRANSPORT

3	2	+0	0	-	-	0	3
SILHOUETTE	SPEED	HANDLING	DEF. (FRONT/PORT/STARBOARD/AFT)				ARMOR
			WT THRESHOLD				SS THRESHOLD
			15				12

Vehicle Type/Model: Reconnaissance Walker/AT-ST.

Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one gunner.

Encumbrance Capacity: 18.

Passenger Capacity: 0.

Price/Rarity: 75,000 credits (R)/5.

Customization Hard Points: 1.

Weapons: Port-mounted light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]).

Starboard-mounted concussion grenade launcher—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 10; Critical 4; Range [Long]; Blast 8, Breach 1, Limited Ammo 15).

Chin-mounted twin heavy blaster cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).

ADDITIONAL RULES

Mortar Launcher: An AT-ST may be equipped with a port-mounted mortar launcher—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 12; Critical 3; Range [Long]; Blast 10, Limited Ammo 6, Vicious 2).



BONGO SUBMARINE

Bongos are the unique, handcrafted, submersible vehicles made by the Gungans of Naboo. Constructed around a rigid, coral-like structure, each bongo is heavily armored against potential attack from the array of sea creatures found in the planet's oceans. The propulsion system of a bongo drives a long, twisting set of turbines, almost tentacle-like in appearance that give the submarines an unusually high speed for an underwater craft. There appears to be no limit to the maximum depth attainable by a bongo, as they can withstand the crushing depths of the waterways that traverse the planetary core of Naboo. Incredibly versatile, bongos are constructed for a wide array of functions, from passenger transport to cargo hauling and military troop deployment.

USING THIS VEHICLE

Bongos are found primarily on Naboo, so if a GM's campaign doesn't include a lot of time on Naboo, the bongo probably won't be as much use to the characters. That said, in a Naboo-heavy campaign, the bongo is a fantastic way to get around the watery planet. Bongos are fast, comfortable, rugged, and can go just about anywhere on Naboo. The trick is getting one. The Gungans are notoriously stingy with bongos, and don't just loan them out willy-nilly. Characters who seek one first need to establish connections with the local Gungan populace, then make an airtight case for why they should be afforded the honor of using one of these unique vehicles.

ADVENTURE AND ENCOUNTER SEEDS

- While on Naboo, the PCs uncover a plot to collapse many of the planet's core waterways, an act that will cause untold destruction on and beneath the surface. To reach the areas where the sabotage is happening, the characters will need a bongo. The problem is that the local Gungans are more suspicious of outsiders than usual due to some recent vicious raids on their settlements. Do these raids have something to do with the sabotage?
- Clear across the galaxy from Naboo, the characters discover a bongo tied up to a pier in a marina. What is it doing there? How did it even get there? How is it related to their current operation?

PLENTY IN THE SEA

The profile presented on this page represents a "typical" bongo submarine. Because each bongo is handcrafted, GMs should feel free to modify this profile for individual examples. The most common variations occurs in the passenger capacity, encumbrance capacity, and silhouette of the vehicle. Due to their unique nature, it is very unlikely for a bongo to have customization hard points.



BONGO SUBMARINE

SILHOUETTE	SPEED	HANDLING	DEP. / FDR. / PORT / STARBOARD / AFT	ARMOR
3	3	+2	1 - - 1	3
			HT THRESHOLD	SS THRESHOLD
			10	5

Vehicle Type/Model: Submarine/Bongo.
Manufacturer: Individually handcrafted.
Standard Diving Depth: 500 meters.
Sensor Range: None.
Crew: One pilot.
Encumbrance Capacity: 20.
Passenger Capacity: 2.
Price/Rarity: 10,000 credits/7.
Customization Hard Points: 0.
Weapons: None.

CORELLIA MINING CORP. DIGGER CRAWLER

Built by the Corellian Mining Corporation as massive mobile mining and smelting facilities, digger crawlers appear to be treaded boxes that towers some twenty meters above the surrounding landscape. Corellian Mining intended the vehicles to serve as semiautonomous mining operations on rough frontier worlds. Their primitive but reliable nuclear fusion steam reactors and multiple treads ensure they seldom break down, and their weight and armor mean they can survive the harshest environments.

Digger crawlers are robust and customizable enough that they can be found all across the galaxy and are put to uses they were not originally designed for. For example, on Tatooine, many digger crawlers have been left behind by various mining consortiums over the years, only to be salvaged and repurposed by nomadic Jawa clans. Now Jawas roam the wastes of Tatooine in these "sandcrawlers" looking for scrap and selling and trading to moisture farmers and nomads.

USING THIS VEHICLE

Sandcrawlers have several uses beyond just hauling Jawas and their junk around and might be encountered on many kinds of planets. Rebels might employ them as mobile bases, using their internal systems to supply mechanical and medical support to operatives in the field. An abandoned digger crawler may be home to some dangerous creature or creatures that attack anyone who comes to salvage machinery from the vehicle.

With a little work and some know-how, and probably a bunch of money, a digger crawler could even be pressurized and converted for asteroid mining. Crawlers are big enough and their power systems robust enough to handle heavy repulsor engines, gravity systems, and even small starship-class ion engines.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs discover a digger crawler out in Tatooine's Dune Sea well off the usual Jawa trade routes. It is following a circular path dozens of kilometers in diameter but shows no sign of activity. Inspection reveals the crawler to be in perfect working order but completely abandoned. There are no signs of a struggle, and nothing seems out of the ordinary save for the lack of Jawas.

- A Hutt crime lord hires the characters—or more likely requires them due to a PC's debt—to wipe out a local Jawa enclave and destroy their digger crawler. Are the characters willing to bail on this job and incur the wrath of a Hutt? If they do kill the Jawas, can they live with themselves afterward?

DIGGER CRAWLER

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STANDARD/REAR	ARMOR
4	1	-3	0 - - 0	4
			HT THRESHOLD	SS THRESHOLD
			40	30

Vehicle Type/Model: Mobile Refinery/Digger Crawler.
Manufacturer: Corellia Mining Corporation.
Sensor Range: Medium.
Crew: 50 miners, engineers, and vehicle technicians (or 100 Jawas).
Encumbrance Capacity: 400.
Passenger Capacity: 30 (or 60 Jawas).
Price/Rarity: 50,000 credits/7.
Customization Hard Points: 5.
Weapons: None.





can set it up as a simple obstacle to overcome. Why have the party assault a static outpost or prison to retrieve a captive when they can assault a huge, moving, heavily armored target that can fight back to keep its prisoners?

GMs should remember that the A9 is, at its heart, an infantry fighting vehicle. A huge one, to be sure, but still an armored personnel carrier designed to carry troops into combat and protect those troops once deployed. Also, A9s are rarely, if ever, deployed alone. They are typically part of a larger armored formation that includes Juggernauts, walkers, and other smaller, faster assault vehicles.

ADVENTURE AND ENCOUNTER SEEDS

- The characters have been captured, and they are currently being transported to an Imperial detention facility for processing and interrogation. They are

shackled aboard an A9 under guard. Their weapons, armor, and equipment have been stripped and stored separately. The characters need to escape, overpower the guards, and get off the A9 before it reaches its destination, and they may need to deal with other fighting vehicles in the convoy as well.

HCVW A9 TURBO TANK

The A9 turbo tank is a member of Kuat Drive Yards' successful family of armored, wheeled vehicles. Smaller and lighter than its massive A6 Juggernaut sibling, the A9 was designed primarily as a troop carrier and cargo hauler rather than a frontline combat vehicle. Developed to support Juggernaut and other heavy armor formations, the A9 carries fewer weapons and lighter armor than its siblings but makes up for that fact by being faster and having a hull optimized to deflect incoming fire rather than absorb it.

Still a massive vehicle by modern standards, the A9 shares the Juggernaut's basic shape and fittings. It's a ten-wheeled, slab-sided vehicle with two primary sections—the command deck and the cargo area—connected by a flexible, reinforced joint like that found on KDY's AT-AT. The interior can be configured to carry troops in fast-deployment jump seats or to carry prisoners in small cells and holding pens. The vehicle is armed with a pair of forward turret-mounted blasters for anti-personnel use and a dorsal-mounted, rapid-fire laser cannon turret to ward off aerial attackers. Despite its light armament, the A9 can still hold its own against infantry formations and light vehicles well enough that it takes a brave group indeed to tackle one.

USING THIS VEHICLE

The A9 makes a great centerpiece to an adventure, either as an adversary or as part of the characters' goal. Game Masters can use an A9 as they would a huge and terrible monster—threatening the players with it but never letting them see it—or the GM

HCVW A9 TURBO TANK

4	3	-1	1	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT/STARBOARD/NT	ARMOR		4	
			HT THRESHOLD	SS THRESHOLD		28	
			45				

Vehicle Type/Model: Armored Fighting Vehicle/HCVw A9.
Manufacturer: Kuat Drive Yards.

Sensor Range: Short.

Crew: One pilot, one co-pilot, one vehicle commander, one comms operator, four gunners, four technicians.

Encumbrance Capacity: 200.

Passenger Capacity: Up to 125 armed and armored troopers with full battle kit, depending on configuration.

Price/Rarity: 180,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Dorsal turret-mounted rapid-fire rotary laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Auto-fire).

Two turret-mounted twin heavy repeating blasters—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Auto-fire, Linked 1, Pierce 2, Vicious 1).

KEELKANA-CLASS ATTACK SUBMERSIBLE

Mon Calamari Subworks created a number of distinct submarines, and the *Keelkana*-class attack submersible is one of its greatest triumphs. Considered by many to be one of the finest aquatic weapons platforms in the galaxy, the vessel is provided in large numbers to the Rebel Alliance.

Like other Mon Cal designs, the *Keelkana* is quite organic in its appearance. The sub's hull resembles the body of a narrow marine animal, with twin water jets flanking the pilot's compartment and twin torpedo tubes alongside them. The sub's stubby fins are tipped with a pair of linked heavy blaster cannons.

Though all *Keelkanas* share the same basic design, the appearance of each submersible is unique in some way. While these variations are not as radical as those that differentiate Mon Calamari capital ships, they nonetheless reflect the species' aesthetic values.

USING THIS VEHICLE

Keelkana-class subs are surprisingly common throughout the galaxy thanks to the demand for Mon Calamari-designed vehicles. Finding one on a world light-years away from Dac shouldn't seem strange to the characters. That said, if the PCs are on Dac often, or the GM is running a Dac-centered game, *Keelkanas* can play an important part. Indeed, due to their construction and armament, they can be treated like airspeeders or starfighters underwater, and who doesn't love a submarine dogfight?

ADVENTURE AND ENCOUNTER SEEDS

- The Empire has discovered the existence of a hidden Rebel facility beneath the surface of an isolated water world. The PCs must rescue the researchers aboard before they, or their work, fall into the hands of the Empire. The plan is to airdrop a *Keelkana*, whose crew must race against time, evade depth-charges dropped by TIE bombers (page 62), and avoid leading the Empire right to the facility.
- During a tense negotiation between opposing Quarren and Mon Calamari factions, a *Keelkana*-class submersible loaded with explosives detonates at the negotiation site, killing several VIPs. Each side blames the other, and it's up to the characters to find the real culprit.



KEELKANA-CLASS ATTACK SUBMERSIBLE

2	4	+1	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEFENSE/PORT/STANDARD/AFT			ARMOR	
			8			8	

Vehicle Type/Model: Light Attack Submersible/
Keelkana-class.

Manufacturer: Mon Calamari Subworks.

Maximum Depth: 2,500 meters.

Sensor Range: Medium.

Crew: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Price/Rarity: 32,000 credits (R)/6.

Customization Hard Points: 3.

Weapons: Forward-mounted torpedo launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Medium]; Blast 4, Breach 4, Guided 2, Limited Ammo 4, Linked 1, Slow-Firing 1).

Outrigger-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 1).



TX-225 GAVW "OCCUPIER" COMBAT ASSAULT TANK

Rothana Heavy Engineering's TX-225 GAVw assault tanks are the Imperial Army's premier light urban combat vehicles. These rugged vehicles are in mechanized infantry divisions and the Imperial Stormtrooper Corps, where they fill a much-needed support and patrol role in the Empire's order of battle. Typically deployed in occupied cities and in Imperial military facilities rather than on the front lines, they are a common sight in urban centers with high amounts of unrest. Remarkably versatile, Occupiers can fight, provide supporting fire, and carry troops and cargo with equal ease.

Small and simple, these vehicles are roughly the size of a heavy speeder truck. They have an armored, wedge-shaped forward crew compartment that holds the three-person crew in extremely cramped conditions. Aft of the crew compartment is a long, flat truck bed that can carry light cargoes or a squad of troopers. Thanks to their tracks and responsive drivetrain, these tanks can stop, turn, and maneuver in incredibly tight quarters. Heavily armed for vehicles of their class, GAVw tanks carry a pair of light blaster cannons mounted forward in the reinforced bow and twinned medium lasers mounted on port and starboard sponsons. In addition, a light repeating blaster can be mounted on a pintle near the main access hatch for anti-infantry and light anti-vehicle use in tight quarters.

USING THIS VEHICLE

Occupiers are effective as both an adversary and as a symbol of Imperial oppression. Having an Occupier patrolling in the background of a scene, or even parked on a street while its crew observes passing traffic and shakes down passersby for their papers, makes for a tense and immersive situation. Game Masters should use Occupiers and their crews primarily to show that the Empire means business: that the current location is important enough for the army to deploy dedicated military police and light armor assets to protect or patrol there. Occupiers are a sign to the characters that wherever they are isn't safe, and a wrong move could bring the Imperial Army Military Police down on their heads like a ton of ferrocrete.

ADVENTURE AND ENCOUNTER SEEDS

- While involved in a foot or vehicle chase through heavily trafficked streets in a densely populated city, the PCs run into a patrolling Occupier with a squad of stormtroopers onboard. The stormtroopers and their sergeant immediately move to apprehend all parties involved in the chase.
- An Imperial defector has contacted the local Rebel cell. They claim to be a midranking officer in the military police garrison with information about Imperial plans for the location. They are also offering the garrison's entire complement of four Occupiers as a goodwill gesture. Is this legitimate or a trap?

OCCUPIER COMBAT ASSAULT TANK

3	2	-1	DEF: 0	FOR: 0	PORT: 0	STARBOARD: 0	ARMOR: 3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD
			20				22

Vehicle Type/Model: Tank/TX-225.

Manufacturer: Rothana Heavy Engineering.

Sensor Range: Close.

Crew: One vehicle commander, one driver, one gunner.

Encumbrance Capacity: 35.

Passenger Capacity: 0.

Price/Rarity: 45,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Port and starboard sponson-mounted elevating twin medium laser cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin light blaster cannon (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

A dorsal pintle-mounted light repeating blaster can also be installed—this weapon uses personal scale, not planetary scale (Fire Arc All; Damage 11; Critical 3; Range [Long]; Auto-fire, Pierce 1).



An action-packed illustration of a Star Wars dogfight. In the foreground, an X-wing starfighter is shown from a low angle, flying through a narrow canyon of tall, grey, blocky buildings. It's firing yellow laser blasts. Above it, a TIE fighter is also firing yellow lasers. In the background, another X-wing is visible, and a large, bright orange and yellow explosion or fireball dominates the upper right portion of the sky. The scene is set in a dark, starry space environment.

STARFIGHTERS AND SHUTTLES

The smallest spacecraft are classed as shuttles, boats, starfighters, or bombers, depending on their purpose. These craft are more nimble than larger vessels, but even those intended for battle are more fragile than larger ships. Most craft in this category require only a single pilot to operate, although many are intended for a co-pilot or gunner as well.

Of all vehicles, it is perhaps the starfighter that has the most potential to earn a pilot fame and glory. Fast, deadly, and a single laser away from destruction, it requires a pilot with lightning reflexes, quick aim, and killer instincts.

AGGRESSOR ASSAULT FIGHTER

Tylon Incorporated's Aggressor assault fighter blurs the line between patrol boat and starfighter. The first purpose-built combat vessel designed by Tylon, the Aggressor is a fast, potent ship optimized for patrol and medium combat duties. It has a narrow, lightly armored, V-shaped hull with articulated S-foils mounted port and starboard that act as precision control surfaces. The two-position tandem cockpit is found between the forward-facing arms of the V, and a single, powerful Kuat Drive Yards Sol-Mk VI ion engine is mounted at the point.

The Aggressor carries an impressive amount and variety of weaponry. Pilots can neutralize opponents with the ship's ion cannons or choose to destroy them with its laser cannons. The addition of a tractor beam helps the craft in its role as a patrol boat; the Aggressor can intercept a suspect vessel, incapacitate it, and board the craft to detain its crew. This feature, when coupled with the Aggressor's incredible speed, makes the craft attractive to system defense fleets and antimuggling forces.

Because of the Aggressor's remarkable acceleration, the craft's designers found it necessary to add many limiters and safety features to the craft, stacking inertial dampers and similar devices to keep the pilot conscious and alive while performing high-speed maneuvers. These features diminish the craft's handling, but also prevent pilots from incapacitating themselves while flying it.

USING THIS VEHICLE

The Aggressor is robust for a starfighter, akin to a heavily armored freighter. The fighter's armaments inflict heavy damage, while its ion cannon allows it to neutralize enemy ships at a distance. Aggressor crews often employ their tractor beam during combat, forcing enemy pilots to spend time trying to escape the tractor beam instead of maneuvering out of harm's way or into a better firing position. Any ship that is incapacitated is brought within docking range, allowing any troops carried on board the Aggressor to board the craft and take down the target ship's crew.

During chase scenes, the Aggressor's ability to disengage its safety limiters can provide a considerable edge, albeit at the cost of harming the crew. This disadvantage can be countered to a certain degree if the passengers and crew are droids (or cyborgs).

ADVENTURE AND ENCOUNTER SEEDS

- A planetary governor has purchased a small fleet of Aggressors to counter an influx of smuggling in the system and has hired cyborg pilots to fly them. This has caused the prices of restricted items to skyrocket, making for a potentially lucrative venture for any smugglers able to evade the Aggressor patrols.

- Alliance Command is looking into the potential of using droid-controlled Aggressors as insertion ships for SpecForce squads in enemy territory. The PCs travel aboard one such ship on their next mission, but the droid brain pilot begins to display erratic behavior.

AGGRESSOR ASSAULT FIGHTER

SILHOUETTE	SPEED	HANDLING	DEF. FOIL/PORT/STARBOARD/AFT	ARMOR
4	5	-1	2 - - 1	2
			HT THRESHOLD	LT THRESHOLD
			25	15

Hull Type/Class: Patrol Boat/Aggressor.

Manufacturer: Tylon Inc.

Hyperdrive: Primary: Class 2, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 20

Passenger Capacity: 8.

Consumables: Three months.

Price/Rarity: 160,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin medium ion cannon (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Ion, Linked 1).

Forward-mounted light tractor beam projector (Fire Arc Forward; Damage —; Critical —; Range [Close]; Tractor 2).

ADDITIONAL RULES

Safety Limiters: As a maneuver, the pilot of an Aggressor can shut off the automatic safety limiters and inertial dampers. This changes the craft's handling to +3, but whenever the pilot performs a Pilot Only maneuver, each character aboard suffers 3 strain. Droids and, at the GM's discretion, characters with four or more cybernetic enhancements suffer only 1 strain each time instead.

IG-2000

The feared droid bounty hunter IG-88 employs a custom Aggressor assault starfighter: the *IG-2000*. More so than the standard Aggressor starfighter, *IG-2000* has been tuned and customized to the specifications of its inorganic pilot, allowing the craft to live up to its design potential without the risk of killing its operator. The ship's standard Sol-Mk VI ion engine has been replaced with a much larger one from a decommissioned Nebulon-B frigate. This improved the craft's power-to-weight ratio dramatically, placing the *IG-2000* among the fastest ships in the galaxy. The passenger compartment has been turned into a series of prison cells, which are the only parts of the ship equipped with life-support systems. The ship has one stasis pod for transporting injured bounties and an old FX-7 medical droid to tend injured prisoners.

Among the various upgrades made to *IG-2000* are a series of droid brains tied into the ship's systems. *IG-2000* has rudimentary piloting and gunnery capability, as well as independent aptitude in slicing computer systems. IG-88 often employs these systems while flying, and they even perform secondary tasks while he focuses on his target.

IG-88 rarely flies the *IG-2000* with its safety limiters active, engaging them only when transporting prisoners. Even so, if the ship needs to engage in combat and the bounty offer does require the captured quarry to be alive, IG-88 turns off the safety limiters.

USING THIS VEHICLE

IG-88 holds back nothing when engaged in combat in *IG-2000*. *IG-2000* should take its own turn in structured gameplay, directly following IG-88's turn each round. This allows *IG-2000* to take vehicle actions independently of IG-88, assist IG-88's checks, and fire available weapons at enemies.

The two killing machines start off engagements with *IG-2000* flying itself while IG-88 takes the Slice Enemy's Systems action to sabotage the target craft. In battle, IG-88 turns off the safety limiters and uses either the laser cannons or the ion cannons, allowing *IG-2000* to fire the other weapon system.

Because *IG-2000* mounts multiple tractor beams, the ship can lock on to two different craft. Both beams could fire at the same target; if the target attempts to break free when pinned by both beams, the difficulty of the Piloting check is upgraded twice.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are hired by one of IG-88's competitors to steal, sabotage, or destroy *IG-2000* while IG-88 is away from the ship. As the PCs approach, *IG-2000* activates and attempts to fight them off.

- The PCs come across a seemingly abandoned Aggressor assault fighter, or they are lured aboard by the hint of credits. *IG-2000* allows the PCs to come aboard, before it locks itself down and flies to IG-88 while performing death-defying maneuvers with its safety limiters off.

IG-2000

4	6	-1	2	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. THRESHOLD	PORT	STARBOW	STERN	ARMOR
			31				14

Hull Type/Class: Customized Patrol Boat/Aggressor.

Manufacturer: Trilon Inc.

Hyperdrive: Primary: Class 2, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one droid brain autopilot, one gunnery droid brain, one medical droid.

Encumbrance Capacity: 20.

Passenger Capacity: 8 prisoners.

Consumables: Three months.

Price/Rarity: 203,100 credits/10.

Customization Hard Points: 3 (0 available).

Weapons: Forward-mounted twin heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted twin medium ion cannon (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Ion; Linked 1).

Two forward-mounted light tractor beam projectors (Fire Arc Forward; Damage —; Critical —; Range [Close]; Tractor 2).

ADDITIONAL RULES

IG-2000 Droid Brains: *IG-2000* can perform vehicle actions and maneuvers and provide assistance on checks. It has characteristics of 0 and the following skills: Astrogation 4, Computers 4, Gunnery 4, and Piloting (Space) 4. In structured gameplay, *IG-2000* receives a full turn (including an action and maneuver) immediately following its pilot each round.

Safety Limiters: As a maneuver, the pilot of *IG-2000* can shut off the automatic safety limiters and inertial dampers. This changes the craft's handling to +3, but whenever the pilot performs a Pilot Only maneuver, each character aboard suffers 3 strain. Droids and, at the GM's discretion, characters with four or more cybernetic enhancements suffer only 1 strain each time instead.



ALPHA-CLASS XG-1 "STAR WING" ASSAULT GUNBOAT

Designed by Cygnus Spaceworks, the *Alpha*-class Xg-1 assault gunboat is a multipurpose starfighter, excelling at space and planetary attack, interdiction, and long-range reconnaissance and patrol. The ship bears many design similarities to Cygnus's more well-known product, the *Lambda*-class shuttle, from its sloping fuselage to the main wings that fold upward for landing. Unlike the more common TIE series, the Xg-1 has heavy armor, deflector shields, and hyperdrive, though these come at the cost of speed and maneuverability, making it a less-than-stellar dogfighter.

Heavily armed, the Xg-1 is more than a match for most threats, disabling them with its ion cannons to allow for boarding actions or blasting them out of space with its lasers and concussion missiles. The Xg-1's ordnance launcher can be swapped out as mission roles require it; the gunboat's missiles can be replaced with proton torpedoes, ion torpedoes, or proton bombs like the ones carried by the TIE/sa.

The Xg-1 was designed for specific roles in the Imperial Navy that more-standard TIE fighters can't perform. However, the Imperial doctrine of overwhelming opponents with large numbers of cheap fighters has kept the Xg-1 out of favor. The Xg-1's production numbers are a small fraction of the TIE fighters' millions, making the Star Wing an uncommon sight. While the Imperial Navy is the primary user of the Xg-1, Imperial Customs and some planetary defense forces have begun to employ it as well, thanks to its ship-disabling armaments.

USING THIS VEHICLE

The Xg-1 gunboat is suited for a variety of roles. It is an average interceptor, with typical starfighter speed but better armament. Due to its poor handling, the Xg-1 is at a disadvantage when dogfighting, and instead attempts to destroy enemy fighters at short range with its missile payload. If pressed into dogfighting, Xg-1 pilots forgo the Gain the Advantage action and try to quickly blast their opponent out of the sky.

Because the Xg-1 gunboat is expensive and has a design that is out of step with Imperial ideology and practice, GMs should use it as an uncommon and unique threat. The Empire deploys it primarily for missions few other Imperial craft are as well suited for: hit-and-run attacks, enemy ship capture operations, and capital ship bombing runs.

ADVENTURE AND ENCOUNTER SEEDS

- In a turn of events, the Empire launches a "hit-and-fade" ambush against the Rebel ship the PCs are currently aboard, using Xg-1 gunboats. The gunboats are primarily employing their ion cannons against the Rebels. Is an Imperial warship on its way to capture any disabled Rebel ships?



- The commander of an Imperial cruiser is pushing back against Imperial doctrine by exclusively using Xg-1 gunboats. The commander is trying to showcase the Xg-1's versatility and durability. The Alliance sees this as an opportunity to conduct operations in the area that exploit the gunboat's weaknesses: slow speed and poor maneuverability.

ALPHA-CLASS XG-1 "STAR WING" ASSAULT GUNBOAT

3	4	-2	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF/FORE/POW/STARBOARD/AFT	HT THRESHOLD		SS THRESHOLD	
				12		8	

Hull Type/Class: Assault Starfighter/*Alpha*-class.

Manufacturer: Cygnus Spaceworks.

Hyperdrive: Primary: Class 3, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: Three days.

Price/Rarity: 135,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 16, Linked 1, Slow-Firing 1).



AUZITUCK-CLASS GUNSHIP

Produced by Appazanna Engineering Works, a small, highly respected shipyard on the Wookiee homeworld of Kashyyyk, the *Auzituck*-class gunship is a prime example of Wookiee engineering. Used primarily for patrol and interdiction, the ship is commonly used for chasing down and destroying slavers who prey on Wookiees in and around the Kashyyyk system. The *Auzituck* class is a relatively fast, well-armed, heavily armed combat vessel. It has a two-position tandem cockpit that houses the pilot in the upper position and the co-pilot/gunner in the lower forward position. Aft of the cockpit are wall-mounted benches for up to eight troops or beings rescued from slavery.

Two powerful ion drives are mounted outboard on swooping pylons fitted to the aft dorsal section of the hull, and a single boarding hatch is mounted aft. Auzituck gunships carry a respectable weapons loadout. Two fire-linked medium laser cannons are mounted on either side of the hull beneath the gunner's canopy, a dorsal turret houses additional fire-linked laser cannons, and a single-tube concussion missile launcher can be mounted beneath the vessel's chin in an armored housing. Especially when Auzituck gunships are working in groups, these weapons give them good flexibility and the ability to easily incapacitate or destroy the kinds of ships typically used by pirates and slavers. Their thick armor and high-output shield generators can shrug off quite a bit of damage, and their sturdy build and redundant systems make them incredibly hard to disable.

USING THIS VEHICLE

Auzituck gunships serve in a multi-role capacity. With their eight-person carrying capacity, they can transport small groups, and their armament makes them adequate anti-vehicle and anti-fighter attack platforms. A flight of Auzitucks can approach an enemy encampment, destroy any anti-vehicle defenses and perimeter walls at a distance, and then close in to offload troops. While deploying, Auzitucks can still engage enemy targets from any quarter save for the aft, thanks to their chin- and pod-mounted cannons. While the troopers are on the ground, the gunships take off to provide on-site air support. If the objective involves the recovery and evacuation of troopers or slaves, the Auzitucks take turns loading passengers while the other gunships lay down covering fire.

ADVENTURE AND ENCOUNTER SEEDS

- A powerful crime lord holds an annual hunt in which the targets are dangerous sentients such as Shistavanens, Trandoshans, and Wookiees. A relative of one of the Wookiees needs help to blast through the crime lord's defenses in a pair of Auzituck gunships and rescue their kin.
- A contact of one of the PCs acquired an Auzituck to raid an old Banking Clan skyhook platform, blowing open the vaults and making off with millions of credits. The problem is that a gang recently took control of the platform and has been using it as a clandestine slave market.

AUZITUCK-CLASS GUNSHIP

4	3	+0	2	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBOARD/AFT	ARMOR		WT THRESHOLD	SS THRESHOLD
				20		18	

Hull Type/Class: Gunship/*Auzituck*-class.

Manufacturer: Appazanna Engineering Works.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/gunner.

Encumbrance Capacity: 10.

Passenger Capacity: 8.

Consumables: One month.

Price/Rarity: 95,000 credits/7.

Customization Hard Points: 3.

Weapons: Dorsal twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Two pod-mounted twin medium laser cannons (Fire Arc Forward and Starboard or Forward and Port; Damage 6; Critical 3; Range [Close]; Linked 1).

RZ-1 A-WING LIGHT INTERCEPTOR

The A-wing light interceptor is perhaps the fastest fighter in the Alliance arsenal. A lightweight, lightly armed fighter capable of incredible straight-line speed as well as superior maneuverability, it can outperform even the Empire's fast-moving TIE interceptors.

Kuat Systems Engineering originally developed the R-22 A-wing as a successor to the Delta-7 Aethersprite that even pilots without the Force-enhanced reflexes of a Jedi could handle. After its pitch was rejected by the Imperial Navy, KSE sold the prototypes to the kingdom of Tammuz-an's planetary defense fleet. Rebel cells later procured and modified a number of these R-22 prototypes to create the first RZ-1 A-wings.

In practice, the A-wing engages Imperial fast movers with its laser cannons and harries smaller capital ships with concussion missiles, while heavier fighters such as X-wings and B-wings deal with the larger Imperial fightercraft. It also makes for a very competent scout vessel and is equipped with data-recording equipment and a powerful electronic countermeasures suite. The A-wing mounts two oversized sublight engines, which produce enough thrust to move a ship many times the A-wing's mass. Coupled with a revolutionary flight control system, this tiny fighter can outpace and outmaneuver even the quickest enemy fighters. All this speed and maneuverability comes at a cost, however. The ship is incredibly unforgiving to fly and requires intense concentration and high levels of prowess on the part of its pilots. It is also the most fragile fighter in the arsenal, having been designed to rely on its speed and agility to protect it rather than on armor plating or heavy-duty hull fittings.

USING THIS VEHICLE

The A-wing's role as a light interceptor allows the ship to quickly engage enemy fighters, but it is not designed for sustained dogfighting. Against a lighter fighter such as the TIE/in, the A-wing attempts to destroy the target on its first pass. When engaging heavier fighters or armed freighters, the A-wing is better suited to standoff tactics, softening up the enemy ship with its concussion missiles before finishing it off with one or two passes with its laser cannons.

These ships make adequate starfighters for PCs, but only in the hands of skilled experts. They are fragile enough that one hit from an enemy fighter could leave the PC sitting out for the rest of the encounter in a disabled ship.

ADVENTURE AND ENCOUNTER SEEDS

- A Hutt's smuggling operation has been disrupted due to attacks by A-wings bearing Alliance markings. The local Rebel cell claims the Alliance is not conducting the attacks. If it's not the Rebels, who is trying to make the Hutt think it is, and why?
- An Imperial mining facility in the core of a planetoid uses a shielded-gate sequence to vent heat and toxins out of the mine. The Alliance needs the PCs to lead a squadron of A-wings—the only ships fast enough for the rapidly cycling shield gates—through the kilometers-long exhaust vent as it cycles and attack the mining facility.

RZ-1 A-WING LIGHT INTERCEPTOR

3	6	+3	DEF. FORE/PORT/STANDARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 0	2
			DEF. THRESHOLD	SS THRESHOLD
			6	6

Hull Type/Model: Starfighter/RZ-1 A-wing.

Manufacturer: Kuat Systems Engineering

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: Yes

Sensor Range: Medium.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 150,000 credits/6.

Customization Hard Points: 1.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).



A/SF-01 B-WING HEAVY FAST ATTACK STARFIGHTER

The Alliance's B-wing heavy attack fighter is based on a prototype designed by the Mon Calamari engineer Quarrie. The production model is manufactured by the Verpine shipbuilding consortium Slayn & Korpil. While the final model is slower and less agile than its original prototype, the starfighter is still a force to be reckoned with. Heavily armed with a heavy laser cannon, ion cannons, auto-blasters, and proton torpedoes, the B-wing can outright destroy enemy fighters in one pass and inflict heavy damage on larger ships.

B-wings are the most visually striking of the Alliance's fightercraft. They have a long, thin, bladelike fuselage that serves as a weapons platform with two small retractable S-foils that rotate around the ovoid pilot compartment. When deployed, they have a slim cruciform cross section that, paired with their ability to rotate out of harm's way, makes them quite hard to hit despite their size. In combat, their rotating hull brings their powerful weapons to bear on targets in an instant, while the pilot remains stationary and correctly oriented in their capsule.

B-wings are an uncommon sight in the Alliance, due to their high production cost, their finicky maintenance requirements, and small number of Alliance pilots who can fly them effectively. Even so, their reputation precedes them, and the Imperial Navy knows that they're in for serious fighting when the Rebels bring B-wings.

USING THIS VEHICLE

B-wings are not normally used for base defense or garrison duties; they are strike bombers for use against enemy installations and armored warships. Their heaviest weapons can reach targets at short range, allowing the B-wing to strike enemy starships from a safe distance.

B-wings can be deployed for capture operations, bombing missions, and anti-capital ship warfare. Due to their poor handling, they are difficult craft to pilot swiftly through hazardous terrain and are only assigned to the best pilots.

ADVENTURE AND ENCOUNTER SEEDS

- The Alliance has targeted an Imperial warship for destruction and is sending a squadron of B-wings to take it out. However, the plan has been compromised, and an *Interdictor* cruiser (see page 137) is waiting for the B-wing squadron to arrive.
- Slayn & Korpil engineers are testing a new model of the B-wing with improved engine performance and asks one of the PCs to test-fly it. A rival of S&K has learned of the test flight and is sending a team to steal the fighter.

A/SF-01 B-WING

3	4	-1	2	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF: FWD/PORT/STARBOARD/AFT	HEAT THRESHOLD		SYSTEMS SHIELD	
				15		6	

Hull Type/Class: Starfighter/A/SF-01 B-wing.

Manufacturer: Slayn & Korpil.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 15.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 150,000 credits/6.

Customization Hard Points: 1.

Weapons: Hardpoint-mounted light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 2).

Hardpoint-mounted heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8, Linked 1, Slow-Firing 1).

Cockpit hardpoint-mounted auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).



DELTA-CLASS T-3C SHUTTLE

The Sienar *Delta*-class T-3c is a heavily armed command shuttle used by high-ranking Imperial officers and other valued officials. The T-3c was originally designed as a side project by Sienar Fleet Systems and was not intended for mainline production. When an Imperial project director found the concept design plans and became fascinated by them, they ordered Sienar to put the shuttle into limited production. The shuttle's sloped hull and composite skin gives the ship a stealthy profile, which appealed to the Imperial director.

Related to the lighter *Lambda*-class shuttle, the T-3c is a big, lumbering shuttle designed to carry VIPs and sensitive cargo safely into combat zones. It has a stark and angular hull divided into two decks, a single vertical stabilizer, and two long folding wings similar to those on other Cygnus and Sienar shuttles to provide stability in atmosphere. The shuttle's upper deck houses the cockpit, a small and well-appointed passenger compartment, and a pair of private staterooms. The lower deck is a secure modular cargo hold that can be configured to carry nearly any kind of cargo.

While it is not as common as other Imperial shuttle classes, the *Delta* class is still an important part of the Imperial Navy's order of battle. Since its introduction, it has been adopted as the main transport for high ranking Imperial officers, dignitaries, and stealth teams.

USING THIS VEHICLE

The *Delta*-class shuttle is a robust transport and well armed for a craft of this role. It can shrug off most of the damage from lasers, ion cannons, and blasters, and it is threatened only by heavier weapons and ordnance. An encounter with a *Delta* shuttle usually means that either a very prominent individual or team is on board, or the shuttle is transporting important cargo. Capturing such a valuable vessel is a priority for the Alliance, albeit a dangerous one since its armaments and durability makes taking such a craft intact very difficult.

In combat, *Delta* shuttle crews orient the shields for maximum protection and attempt to engage enemy targets with the heavy laser cannons at short range, bringing the light laser cannons to bear on any target that closes the distance.

ADVENTURE AND ENCOUNTER SEEDS

- A member of the Inquisitorius is actively hunting one (or all) of the Force-sensitive PCs, chasing them with a team of elite troopers in a *Delta*-class shuttle. The crew of the shuttle are all veterans, highly skilled in space combat and astrogation.

- A prominent Imperial officer wishes to defect to the Alliance. Due to tight security at the officer's base, the PCs can't use their own ships for the retrieval, but the officer has the codes to a nearby *Delta* shuttle. It sounds convenient, but is the defection legitimate, or a trap?

DELTA-CLASS T-3C SHUTTLE

4	3	+0	2	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT/STARBOARD/INT.				ARMOR
			30				20

Hull Type/Class: Shuttlecraft/*Delta*-class.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, one engineer.

Encumbrance Capacity: 250 (without passengers).

Passenger Capacity: 30.

Consumables: Three months.

Price/Rarity: 160,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Wing-mounted heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 2).

MANDALORIAN PROTECTORATE "FANG" STARFIGHTER

The designers of the Mandalorian Protectorate starfighter, or "Fang" fighter, consider it to be the pinnacle of space superiority vehicles. It was built on the tradition of the much larger *Kom'rk*-class "Gauntlet" fighter. Instead of acting as a heavy fighter and transport like its predecessor, the Fang fighter is a precision strike fighter. Flown by some of the best pilots in the Mandalore sector, the Fang fighter is a common sight throughout Mandalorian Space and in private security forces across the galaxy.

The Fang fighter features an angular silhouette and cranked-delta planform. The fuselage is a small, elongated hexagon with a single, massive, high-output ion engine dominating the aft section, and a midship-mounted cockpit. The Fang fighter's wings pivot around the central cockpit, providing vector thrust control and allowing the ship to perform maneuvers few other fighters are capable of matching. With laser cannons mounted on its rotating wingtips and a hidden proton torpedo launcher in its underbelly, the Fang fighter is capable of quickly destroying more heavily armored starfighters. Unfortunately, this maneuverability comes at the cost of heavy armor, compromising the durability of the Fang.

The design has been such a success for MandalMotors that the Fang is produced at several factories. Each of these plants is run by a different Mandalorian clan, and while they are not aggressive toward each other, the clans are rivals. Managers had their in-house design teams tweak the Fang's capabilities to try and one-up their peers. When this was uncovered, the board of directors ordered an end to the competition and standardized the Fang fighter's performance profile.

USING THIS VEHICLE

The Fang starfighter is the standard starfighter of the Mandalorian clans and is often seen in their forces. Wealthy private mercenaries and some powerful criminal organizations, such as the Hutts and Crimson Dawn, may also deploy the craft.

Given its speed, a Fang fighter can intercept an enemy fighter and destroy it at short range, thanks to the Fang's proton torpedo launcher. Against freighters and other ships of silhouette 4 or larger at close range, a Fang can take advantage of its sleek profile to better evade gunners.

PCs may occasionally encounter Fang fighters with varied capabilities, such as more torpedoes but no shields, or lower handling but higher system strain and hull trauma thresholds. GMs can change up the vehicle's stats to keep players on their toes.

ADVENTURE AND ENCOUNTER SEEDS

- The Alliance is trying to recruit an independent Mandalorian clan to its cause. Several members of the clan's council won't join, doubting the Alliance's capabilities. As a test, they arrange a live-fire dogfight pitting the PCs against the Mandalorian clan's Fang fighters.
- A wealthy and eccentric noble is trying to collect all the variants of the Fang fighter that have been produced. One variant the noble does not own yet is in the possession of a retired MandalMotors plant manager. The noble hires the PCs to steal the fighter from the Mandalorian's well-guarded skyhook on Mandalore.

FANG STARFIGHTER

3	6	+3	DEF. TORP. / PORT. / STANDARD / AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	2
			HT THRESHOLD	CS THRESHOLD
			10	8

Hull Type/Class: Starfighter/Fang.

Manufacturer: MandalMotors.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Three days.

Price/Rarity: 175,000 credits/8.

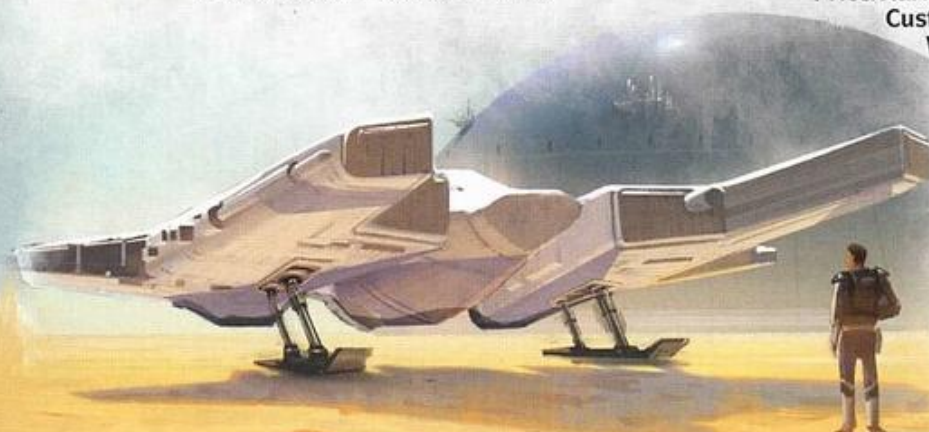
Customization Hard Points: 1.

Weapons: Wing-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6; Guided 2; Limited Ammo 6; Slow-Firing 1).

ADDITIONAL RULES

Narrow Attack Profile: When an enemy ship at close range targets a Fang starfighter, it counts this ship's silhouette as 1 lower (to a minimum of 1) for the purposes of determining the difficulty of the combat check.



FIRESpray SYSTEM PATROL CRAFT

With its distinctive upright flying position and rotating internal cockpit that allows for horizontal landings, the Firespray was once considered revolutionary in both looks and design. Envisioned primarily as a pursuit and system patrol craft, the Firespray is powered by a quartet of high-output power generators feeding a pair of ion engines that take up much of the ship's internal space. The combination of generators and drives gives the ship more than enough speed to deal with errant transports and shuttles.

Designed for utility rather than comfort, the ship's interior spaces are particularly cramped. In the lower aft section of the ship is a small cargo hold equipped with a guard station and six small holding cells. Wedged between the generators, ion drives, and other ship's systems is a unique rotating cockpit that moves the pilot and their controls through 180 degrees during takeoff and landing.

Although the Firespray was initially sold in very limited numbers before the Clone Wars, Kuat Systems Engineering has restarted production in response to increased demand for patrol vessels from Imperial controlled worlds. Thanks to this growing demand and an aggressive advertising campaign, the new ships are a hot commodity among law enforcement agencies, bounty hunters, and even some smugglers and pirates.

USING THIS VEHICLE

The galaxy's many system defense forces and bounty hunters have begun using Firespray patrol craft in significantly higher numbers. The stock model serves well as a pursuit ship and as a prisoner transport. While the auto-blasters lack the armor-penetrating punch of standard laser cannons, their ability to pepper the target with barrage after barrage of blaster fire can wear down and disable craft without destroying them outright. Once the target is incapacitated, the light tractor beam brings the enemy ship in, allowing the pilot and a pair of guards or enforcers to board and capture the ship's crew.

The Firespray does not fare very well against larger craft, such as freighters or heavy patrol boats. The stock-model Firespray lacks enough hard-hitting firepower to inflict damage quickly enough to disable larger opponents before they can escape. This deficiency can be remedied by spending a few credits more; the Firespray has a generous amount of room in its frame to mount additional and heavier weapons.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs must rescue captured allies being transported aboard a Firespray patrol craft. When an unexpected ion pulse knocks out both the PCs' ship and their target, they must race to repair their ship first, or risk a space walk to the incapacitated Firespray. Was this a trap, or is a third party also after the prisoners?

- The owner of a salvage yard familiar to the PCs offers them a great deal on a used Firespray armed with a variety of extra weapons and options. The catch is that they can't ask where the salvager got it, nor does the proprietor say whether any prior owners might be looking for it.

FIRESpray SYSTEM PATROL CRAFT

4	4	+0	DEF. 1	FOR. 1	PORT. 1	STANDARD 1	ARMOR 4
SILHOUETTE	SPEED	HANDLING	HYPERDRIVE				SYSTEMS
			15				12

Hull Type/Class: Patrol Boat/Firespray-class.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, two guards.

Encumbrance Capacity: 40.

Passenger Capacity: 6 (prisoners).

Consumables: One month.

Price/Rarity: 80,000 credits/4.

Customization Hard Points: 4.

Weapons: Forward-mounted auto-blasters (Fire Arc Forward; Damage 3; Critical 5; Range [Close]; Auto-fire).

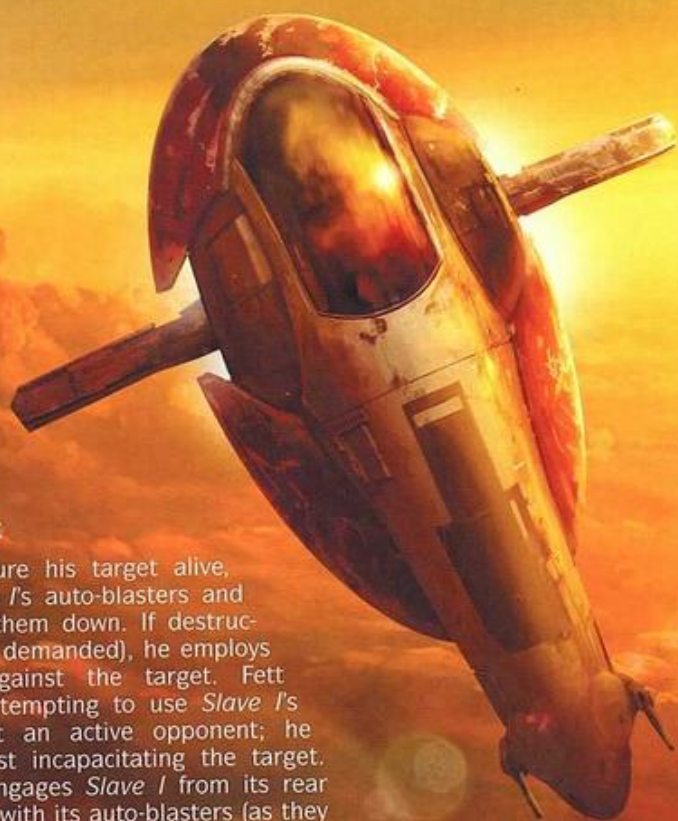
Forward-mounted light tractor beam projector (Fire Arc Forward; Damage —; Critical —; Range [Close]; Tractor 2).

SLAVE I

No Firespray is more infamous or more feared than *Slave I*. Owned and operated by the bounty hunter Jango Fett during the Clone Wars, after his death, the Firespray passed on to his "son," Boba Fett. Since then, Boba Fett has used *Slave I* to further his career, eclipsing his patriarch in status and notoriety. The fear of seeing *Slave I*'s silhouette appear from the blackness of space keeps many wanted criminals awake at night.

Both Jango and Boba Fett used the ship throughout their careers to help bring in, or eliminate, a great many fugitives. *Slave I* was one of the original Firespray prototypes KSE made to test out the design. Jango Fett outfitted the patrol boat with numerous other weapons, including ion cannons, projectile launchers, and seismic charges. *Slave I*'s hyperdrive has been improved to military specifications. It also has had more shield emitters installed for greater protection against more-dangerous quarries.

More than simply a pursuit craft, *Slave I* serves as Boba Fett's living quarters as well. His spare furnishings take up a relatively small corner of the ship, which is the way he prefers it. Boba Fett has very few trophies aside from those he carries on his person. Still, some mementos of notable hunts, and of his father, can be found on board.



USING THIS VEHICLE

If he wishes to capture his target alive, Boba Fett uses *Slave I*'s auto-blasters and ion cannon to bring them down. If destruction can be risked (or demanded), he employs *Slave I*'s missiles against the target. Fett rarely wastes time attempting to use *Slave I*'s tractor beam against an active opponent; he only uses it after first incapacitating the target. Any opponent who engages *Slave I* from its rear arc must still contend with its auto-blasters (as they rotate to attack pursuers) as well as the ship's payload of seismic charges. Remember that if Boba Fett misses with his concussion missiles or seismic charges, he can still spend ☹ ☹ ☹ to trigger the Blast quality against his target.

ADVENTURE AND ENCOUNTER SEEDS

- Boba Fett approaches the PCs with a job offer. He wants to hire them to pilot *Slave I* as a decoy to lure out a target. The price Fett offers is substantial, but if the PCs severely damage *Slave I* or steal it Fett states they will answer to him.
- The PCs discover a Firespray in a used ship lot. The salesperson claims to have forgotten the security bypass to access the ship, and assures the PCs a great bargain on the ship if they can get inside. Unfortunately for everyone, the ship is actually *Slave I*, stolen or impounded while its owner was busy with an assignment.

SLAVE I

4	4	+0	2	-	-	2	4
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBORD/AFT				ARMOR
			18				14
			HP THRESHOLD				SS THRESHOLD

Hull Type/Class: Customized Patrol Boat/Firespray-class.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, two guards.

Encumbrance Capacity: 30.

Passenger Capacity: 6 (prisoners).

Consumables: Two months.

Price/Rarity: 125,650 credits/10.

Customization Hard Points: 4 (0 available).

Weapons: Forward-mounted auto-blasters (Fire Arc Forward or Aft; Damage 3; Critical 5; Range [Close]; Auto-fire).

Concealed concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 4, Slow-Firing 1).

Hull-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Linked 1, Slow-Firing 1).

Forward-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

Rear-mounted seismic charge launcher (Fire Arc Aft; Damage 10; Critical 2; Range [Close]; Blast 10, Breach 6, Inaccurate 1, Limited Ammo 4).

Forward-mounted light tractor beam projector (Fire Arc Forward; Damage –; Critical –; Range [Close]; Tractor 2).



G-1A HEAVY STARFIGHTER

The G-1A heavy starfighter is a large, sturdily built craft with a flexible battlefield role that endears it to some Outer Rim freelancers. Originally designed as an all-purpose system patrol craft by Byblos Drive Yards, the G-1A is a well-designed ship constructed for speed rather than agility.

Designed originally as a system patrol and interdiction craft, the G1-A shares several features with other popular ships of its size. It is moderately armored but has a sturdy hull with a reinforced keel and one of the highest-performance shield generators of any ship in its class. The G-1A carries a respectable weapons loadout consisting of energy weapons and heavy ordnance launchers. Its sensors and comms package is respectable, if not particularly outstanding, and its targeting and flight control systems are intuitive and well designed. All these features leave little room for the crew and passengers; quarters are very cramped aboard a G-1A.

While it doesn't stand out in any one way performance-wise, the G-1A does shine in its modification potential. Byblos left ample room in the design for upgrades and additions to the fighter's stock systems. While Byblos envisioned producing several aftermarket weapons and sensor packages, the G-1A never gained the popularity or sales numbers it expected, and the company drastically scaled back production. Few of the aftermarket packages were ever built. Still, of the G-1As that were sold, very few are in their original configuration; almost all have seen some form of modification by their owners.

USING THIS VEHICLE

The G-1A's ability to transport a group of five beings makes for a unique alternative as a PC group transport, if a cramped one. Its weapons loadout and shield system make it a solid combat vessel, but its poor handling makes it ill suited for dogfights in any but the most skilled pilots' hands.

While the G-1A's hull trauma threshold is high its size, it is below average compared to the light freighters many groups use as transportation. The fighter compensates for this with its powerful shield system. Savvy crews orient the shields to cover the fore or aft of the ship, and then have one of the crew members use the Boost Shields vehicle action for that zone. This increases the G-1A's survivability in longer-term engagements.

ADVENTURE AND ENCOUNTER SEEDS

- Alliance Command has a plan to steal crucial strategic data from an Imperial sector station. While Rebel forces tie up the station's defenders, the PCs are given a G-1A, whose boxy profile is a perfect fit to enter through the TIE launch corridor. The PCs are tasked with blasting through the computer-room wall and physically stealing the station's datacore.
- While hauling vital (and valuable) cargo, the PCs are attacked by a trio of G-1As. The patrol boats

fly close enough to allow boarders with grappling guns to leap onto the PCs' ship and begin cutting into its outer doors. The attackers could be from a criminal organization, rivals to the PCs, or a mysterious third party.

G-1A HEAVY STARFIGHTER

3	4	-1	REF. FORT./PORT./STANDARD/AFT 2 - - 1	ARMOR 3
SILHOUETTE	SPEED	HANDLING	MT THRESHOLD 14	SS THRESHOLD 12

Hull Type/Class: Patrol Boat/C-1A.

Manufacturer: Byblos Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short

Ship's Complement: One pilot, one co-pilot/gunner.

Encumbrance Capacity: 25.

Passenger Capacity: 3

Consumables: One month.

Price/Rarity: 130,000 credits/7.

Customization Hard Points: 4.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 4, Linked 1, Slow-Firing 1).

MIST HUNTER

Named for the ammonia cloud vapors on Gand, the *Mist Hunter* is a G-1A owned and flown by the Gand bounty hunter Zuckuss and his droid partner, 4-LOM. Originally commissioned by a group of Gand venture capitalists, the *Mist Hunter* has been heavily modified specifically for bounty hunting missions.

The G-1A's standard armament has been replaced with a pair of assault laser cannons backed up with a tractor beam projector. Additionally, Zuckuss has installed a special computer system in the *Mist Hunter* with the ability to accept voice commands. With it, Zuckuss (or 4-LOM) can request scans of his ship or the immediate area around his craft, as well as ask the *Mist Hunter* to plot a course through hyperspace to a specified destination.

The *Mist Hunter's* passenger capacity has been modified: the passenger berths have been converted to compact prison cells with their own life support-systems. The main life-support system on board is adjusted to the Gand's particular needs. Most of the time, the atmosphere in the *Mist Hunter* is ammonia based so Zuckuss can move around without the need for his breathing apparatus. The atmosphere in the prison cells is usually set to oxygen-based life forms. If necessary, the two atmospheres can be reversed, filling the cells with ammonia while the ship's atmosphere is breathable by most other life forms.

MIST HUNTER

3	4	+0	DEF FIRE/PORT/STANDARD/AFT 2 - - 1	ARMOR 4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD 15	SS THRESHOLD 11

Hull Type/Class: Customized Patrol Boat/G-1A.
Manufacturer: Byblos Drive Yards.
Hyperdrive: Primary: Class 1, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 25.
Passenger Capacity: 3 (prisoners).
Consumables: One month.
Price/Rarity: 162,900 credits/10.
Customization Hard Points: 4 (0 available).
Weapons: Forward-mounted assault laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close Accurate 1, Auto-fire, Linked 1, Vicious 1]).
 Forward-mounted light tractor beam projector (Fire Arc Forward; Damage —; Critical —; Range [Close Tractor 2]).

ADVENTURE AND ENCOUNTER SEEDS

- Answering a distress beacon, the PCs find the *Mist Hunter* has crash-landed. The ship is intact and repairable, but Zuckuss is critically injured, and 4-LOM is inoperable. The bounty hunters need help repairing their ship and delivering their quarry: a ferocious Wookiee warrior currently locked up in a holding cell.
- The PCs arrive at a rendezvous in deep space only to find the *Mist Hunter* hauling in the debilitated ship of the contact they were supposed to meet. 4-LOM is on the outer hull of the contact's ship, attempting to access it. If the PCs intervene, Zuckuss disengages the *Mist Hunter* and tries to fend off the PCs.

ADDITIONAL RULES

Astrogation Droid Brain: *Mist Hunter's* astrogation droid brain can make Astrogation checks, or provide assistance, with an Astrogation skill of 3 and an Intellect of 0.



KIHRAXZ LIGHT STARFIGHTER

The Kihraxz light starfighter is, perhaps, the most versatile starfighter on the galactic market. Designed and built by TransGalMeg Industries, the Kihraxz was commissioned by the powerful Black Sun criminal syndicate to handle a variety of missions. Since the fighters would be deployed in disparate environments throughout the galaxy, Black Sun requested a simple, reliable, lightweight, easy-to-pilot ship that could be easily modified to fit roles ranging from escort to interception to space superiority. Under Black Sun's guidance, and with its nearly bottomless coffers supplying ample capital, TransGalMeg produced an innovative, extremely robust, and versatile fighter of a type previously unknown in ship-building circles.

The base model Kihraxz has a short, narrow fuselage with a single-position cockpit mounted amidships. Two powerful ion engines are slung in nacelles beneath a pair of sharply angled, dorsal-mounted wings aft of the cockpit, and a pair of smaller canards mounted to the nose provide extra stability.

The Kihraxz's real strength lies in its modification potential. The ship's primary structures and systems are all designed to be modified with a variety of after-market modification kits with significant upgrades to the base platform.

USING THIS VEHICLE

Kihraxz are the main starfighter flown by pilots working for Black Sun. Any hostile encounters with that crime syndicate are certain to include several of these fighters in opposition. Their versatile weapons loadout offers them the opportunity to engage enemy fighters at short range with missiles, then close in to finish off their opponents with blasters and ion cannons. The light blaster cannons lack a serious punch, but they can wear down an opponent's hull swiftly.

When upgraded to the Vaksai modification package, the Kihraxz becomes an even deadlier opponent. The fighter is highly customizable, even without that upgrade package. Kihraxz have ample space and options for upgrades, modifications, and attachments. This versatility can be a nasty surprise to anyone engaging in combat with syndicate forces. A pilot might engage a standard Kihraxz one moment and a tricked-out, souped-up model flown by an elite pilot the next.

ADVENTURE AND ENCOUNTER SEEDS

- While traversing an often-used hyperlane, a squadron of Kihraxz fighters accosts the PCs. The Black Sun operative leading the squadron demands a heavy toll for passing through their territory.
- Alliance Intelligence wants to increase hostility between Black Sun and the Empire. To that end, it has obtained several Kihraxz fighters and plans to use them to raid Imperial shipping. Cover must be maintained for the ruse to work, so any Kihraxz fighters that are incapacitated must be destroyed.



KIHRAXZ LIGHT STARFIGHTER

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
3	4	+0	1 - - 0	2
			HT THRESHOLD	LT THRESHOLD
			10	6

Hull Type/Class: Starfighter/Kihraxz.

Manufacturer: TransGalMeg Industries.

Hyperdrive: Primary: Class 3, Backup: None.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 7.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 65,000 credits/6.

Customization Hard Points: 5.

Weapons: Wing-mounted light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 2, Slow-firing 1).

Forward-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

CUSTOM ATTACHMENT

Vaksai Modification Package: A prefabricated kit of starship modifications sold by TransGalMeg, this package includes upgraded engines and flight control systems, a heavier weapons loadout, and a higher-output shield generator.

Models Include: Vaksai Modification Package.

Base Modifiers: Changes armor to 3, handling to +1, and aft defense to 1.

Modification Options: 1 Replace twin wing-mounted light blaster cannons with twin wing-mounted light laser cannons Mod, 1 Increase fore defense by 1 Mod, 3 Increase system strain threshold by 1 Mods.

Hard Points Required: 2.

Cost: 45,000 credits/7.



M12-L KIMOLOGILA HEAVY STARFIGHTER

A long-range, multipurpose starfighter more durable than most craft used by the Hutt kajidics, the Kimogila is the product of a contract between the Hutts and MandalMotors to design and build a ship to meet the kajidics' needs. The result was the M12-L Kimogila, a robust, heavily armed and armored starfighter able to fill the role of patrol ship, space superiority fighter, or attack craft. Though the Kimogila not as compact or nimble as earlier vessels built by MandalMotors for the Hutt kajidics, its strength, flexibility, and sheer firepower make it a match for virtually any other starfighter in the galaxy and a favorite of many mercenaries, privateers, and wandering guns for hire.

The Kimogila's success lies in its size; the craft is larger than almost every other heavy starfighter in its class. Given its robust endurance, strong shields, and heavy armament, the ship simply outpunches and outlasts most enemy fighters it goes up against. Against larger opponents, the ship's reinforced hull can weather enemy fire as the Kimogila delivers a considerable amount of ordnance to its objective.

The Kimogila's higher-than-average price tag keeps it from being more widespread in the Outer Rim, but those organizations that can afford a full squadron of these fighters generally come out on top of any trouble they are involved in.

USING THIS VEHICLE

The Kimogila is a beast of a starfighter, hitting hard and able to take a lot of punishment in return. The fighter's poor handling puts it at a disadvantage during chase scenes and Gain the Advantage actions, but in the hands of an elite pilot, that deficiency can often be negated.

The Kimogila is best used as the starfighter equivalent of a hammer, pounding through enemy defenses to deliver devastating blows to targets. This makes it a potent threat against escorted ships. The Kimogila weathers the fire from escort fighters as it blasts away at its target. Most enemy fighters lack the firepower in one-to-one engagements to take the Kimogila down quickly and must resort to pack tactics.

ADVENTURE AND ENCOUNTER SEEDS

- A local Moff has hired a mercenary Kimogila squadron, the J'kari Thunderers, to aid in efforts to destroy Alliance threats in the Moff's sector. Rumor has it that the Thunderers are being coerced into working for the Empire; the Moff has several pilots' families in "protective custody." If they can be freed, the Thunderers might bring their squadron over to the Alliance.
- Two Hutt kajidics are warring over a resource-heavy planet, and the local population is caught in the cross fire. One kajidic plans to use Kimogilas to destroy a dam that supplies power to the other's mining operations. If the operation is successful, the area below the dam will flood, wiping out several towns.

M12-L KIMOLOGILA HEAVY STARFIGHTER

4	4	-1	2	-	-	0	3
SILHOUETTE	SPEED	HANDLING	DEF. FORCE (FRONT)	DEF. FORCE (PORT)	DEF. FORCE (STARBOARD)	DEF. FORCE (AFT)	ARMOR
			16				14
			NT THRESHOLD				SS THRESHOLD

Hull Type/Class: Starfighter/M12-L Kimogila.

Manufacturer: MandalMotors.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 20

Passenger Capacity: 0.

Consumables: Two weeks.

Price/Rarity: 150,000 credits/5.

Customization Hard Points: 2.

Weapons: Forward-mounted triple heavy laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 2).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6; Breach 6, Guided 2, Limited Ammo 8, Slow-Firing 1) or forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Slow-Firing 1).

KOM'RK-CLASS "GAUNTLET" FIGHTER

The *Kom'rk*-class fighter was the work of rogue members of MandalMotors corporation working for the Mandalorian terrorist group Death Watch. The *Kom'rk*, or "Gauntlet" in the Mando'a language, was used by Death Watch as its primary transport during the Clone Wars, hauling squads of Mandalorian super commandos into battle. The *Kom'rk*'s rear-mounted access hatch allowed the Super Commandos to deploy mid-flight, swooping down from above with their jetpacks.

The elongated, delta-winged transport stretches to over sixty-eight meters long. Its large wings, which swing up vertically for landing, are mounted on a rotating fuselage and can spin around the main hull while in flight. This gives the *Kom'rk* unparalleled maneuverability for a ship of its size. The *Kom'rk* is well armed for its class, with forward-facing and aft-facing twin laser cannons. Like many of MandalMotors' starships, *Kom'rk*-class fighters are heavily armored and possess adequate shield systems for combat operations.

Initially, the Death Watch bought every *Kom'rk* manufactured. Because the ships were made by rogue elements within MandalMotors, the company eventually discovered the starship's factory line and ended production. After the Clone Wars, much of the Death Watch went into hiding, and the group was forced to sell off many of its *Kom'rk*s for desperately needed funds. *Kom'rk*s are still in service today, in the hands of criminal gangs, mercenary groups, and some of the few surviving Death Watch commandos.

USING THIS VEHICLE

Kom'rk-class fighters are durable combat transports used by mercenary forces and criminals. They are exceedingly rare due to their limited production history. When encountered, they are most often in Mandalorian control or in the hands of Black Sun, the Pyke Syndicate, or a Hutt kajidic. Their high maneuverability lets them speed through hazardous stellar and atmospheric terrain at top speed despite their bulk. The number of weapons they carry is low for a Mandalorian combat starship, but *Kom'rk*s can still engage two enemy targets at once while weathering considerable punishment with their high armor and hull trauma threshold.

Against ground targets and slow-moving freighters, the *Kom'rk* can deploy troops while airborne, who use rappelling lines or jet packs to enable their attack.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are preparing to attack an Imperial cargo ship that is hauling ordnance to a nearby base. As they are about to attack the cargo hauler, a *Kom'rk* fighter appears and deploys a dozen jet pack-equipped raiders intent on taking the cargo for themselves.
- A black-and-red *Kom'rk* hails the PC's ship, asking to speak to Force-sensitive PCs by name. The pilot identifies himself as Maul and says he was guided to them by a Force vision. Maul can aid them in learning several secret Force techniques, if the group helps him access a hidden Jedi temple.

KOM'RK-CLASS "GAUNTLET" FIGHTER

4	4	+2	2	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. (FRONT/PORT/STARBOARD/AFT)				ARMOR
			HT THRESHOLD				SS THRESHOLD
			22				16

Hull Type/Model: Transport/*Kom'rk*-class.

Manufacturer: MandalMotors.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one navigator, one engineer.

Encumbrance Capacity: 70.

Passenger Capacity: 24.

Consumables: Two months.

Price/Rarity: 190,000 credits (R)/9.

Customization Hard Points: 2.

Weapons: Forward-mounted and aft-mounted medium laser cannons (Fire Arc Forward or Aft; Damage 6; Critical 3; Range [Close]; Linked 1).



LAMBDA-CLASS T-4A LONG RANGE SHUTTLE

The T-4a, or Lambda shuttle, as it's more well-known, is a commonly encountered utility shuttle in service with the Imperial Navy. The Lambda's distinctive tri-wing design is seen throughout Imperial space. Slow, sturdy, and reliable, these armed shuttles fill several roles from VIP transport to troop carrier and can carry immense amounts of cargo when correctly configured.

Lambda-class shuttles feature a modular interior that can be tailored to nearly any need. Due to this modular nature, they are considered the workhorse of the Imperial Starfleet. The two lower wings articulate upward when landing and fold back down for greater stabilization during flight. Lambda-class shuttles are remarkably heavily armed and armored for shuttlecraft, featuring many laser and blaster weapon emplacements, and their shields would do credit to a light cruiser. The shuttles can be operated by a lone pilot, but managing all their systems and navigation is taxing for an individual.

Owing to their solid design and versatility, these ships are often the target of ship thieves. Some modified examples even serve in the Alliance Fleet as landing craft and long-range reconnaissance ships.

USING THIS VEHICLE

Lambda-class shuttles are common enough throughout the galaxy for a variety of possible encounters. Lambdas are the Empire's primary shuttles.

Whether transporting stormtrooper squads, cargo, or Imperial dignitaries, they are a frequent sight at Imperial installations and among Imperial fleets.

Lambdas are most often encountered while fulfilling their primary duty of delivering cargo or passengers to safety. Though they are robust and combat-capable craft, its armament, shields, and armor are for defense. Its blaster and laser cannons deal respectable damage, but are considered light arms compared to the main weapons on most modern-day snubfighters. Gunners on Lambda-class shuttles attempt to ward off enemy fighters by throwing up a curtain of blaster fire to either reach the safety of a larger cruiser or hyperspace.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are given the task of capturing or eliminating an Imperial governor, who is visiting an Imperial space station. Intelligence says the official is traveling to the station in a Lambda-class shuttle. Upon arrival, the PCs find that there are a dozen Lambdas flying in at that time.
- An elite stormtrooper squad launches an attack on a settlement important to one of the PCs. The PCs must prevent its Lambda-class shuttle from landing, while dealing with its TIE/ln escorts, to allow time for the settlers to make their escape.

LAMBDA-CLASS T-4A LONG RANGE SHUTTLE

4	3	+0	2	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF: FWD/PORT/STANDARD/AFT	ARMOR		HP THRESHOLD	SS THRESHOLD
				25		15	

Hull Type/Class: Shuttle/Lambda-class.

Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one navigator, one gunner, one comms operator, one engineer.

Encumbrance Capacity: 200 (without passengers).

Passenger Capacity: 20.

Consumables: Two months.

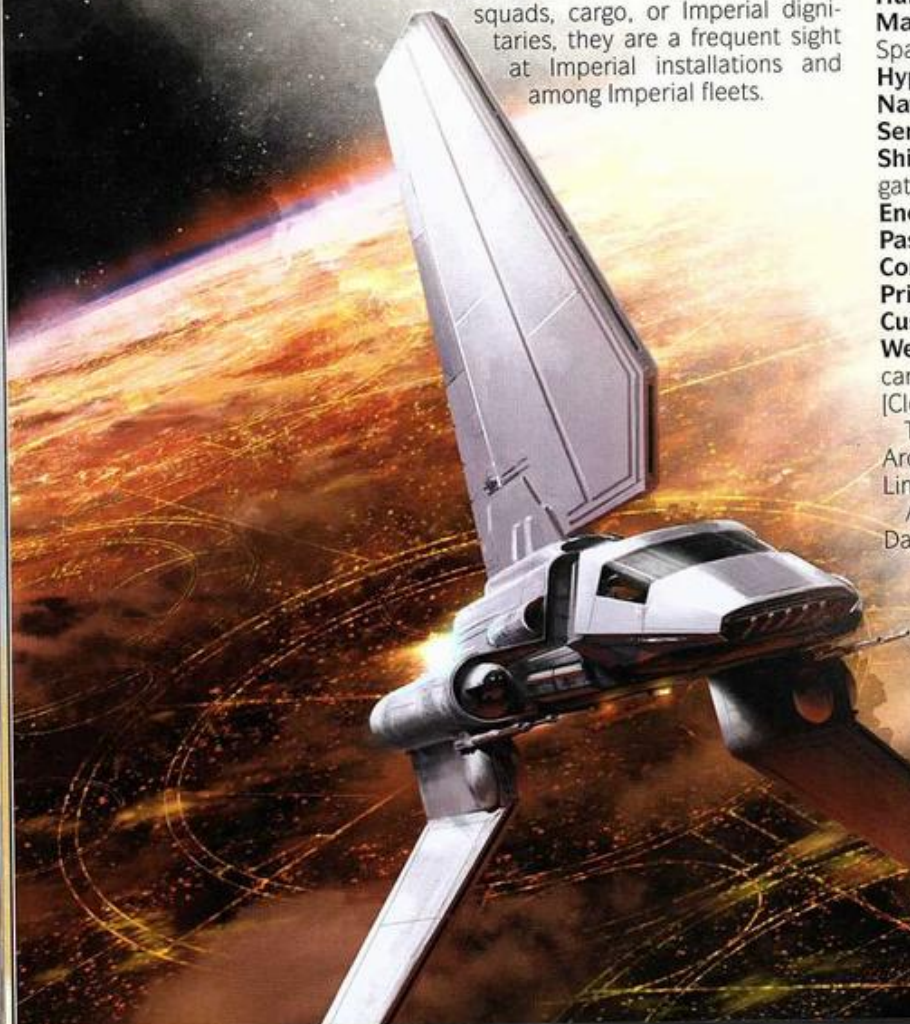
Price/Rarity: 140,000 credits (R)/6.

Customization Hard Points: 2.

Weapons: Two forward-mounted twin light blaster cannons (Fire Arc Forward; Damage 4; Critical 4; Range [Close]; Linked 1).

Two forward-mounted twin light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft retractable twin light blaster cannon (Fire Arc Aft; Damage 4; Critical 4; Range [Close]; Linked 1).



M3-A SCYK INTERCEPTOR

A small fleet interceptor manufactured by MandalMotors, the M3-A is named after a swift, vicious lizard native to Tatooine. The lightest (and cheapest) starfighter produced by the company, the Scyk can be configured to fill a variety of roles but lacks the capability to master any of them. While it is an excellent interceptor, the M3-A has limited weaponry and light armor, which make it a poor choice for assaults on heavily armored targets.

The Scyk's compact design limits the fighter to just a single modular weapon system. While its weapon can be swapped out with relative ease, this does limit the Scyk's role depending on its mounted armament. This limitation greatly hinders the craft's operational flexibility mid-mission; a Scyk that's configured with laser cannons or concussion missiles cannot adapt to a situation where an enemy craft needs to be disabled. Likewise, a Scyk configured with ion cannons lacks any real punch if suddenly facing a more heavily armored opponent. Its compact nature also limits the amount of additional options that can fit into its frame, preventing most after-market modifications.

The Scyk does have one advantage: its speed. Lightly armored and powered by a single Koensayr R303 Ion Jet Engine, the Scyk is fast and maneuverable. This allows the Scyk's pilot room to maneuver if they find themselves in a situation they're not equipped for. Additionally, when its armament does match its role, the Scyk performs well as a light interceptor, engaging targets swiftly and effectively.

USING THIS VEHICLE

Despite its drawbacks, the Scyk is a popular fighter for fringe paramilitary groups, pirates, and private security forces. The Scyk's single-weapon limitation hinders the craft's ability to adapt to changing or unknown situations, but its cost per unit allows many groups to circumvent this issue by simply flying more fighters. It's common for a flight of Scyk fighters to include two Scyks configured with laser cannons, another with ion cannons, and a fourth with torpedoes or missiles. Additionally, the Scyk is such a widely used craft that lone pilots can generally find replacement parts and weapon systems throughout the galaxy, even in the Outer Rim. PCs might reasonably face a Scyk in nearly any space-combat encounter, and its limited power makes it a good selection to bulk out enemy forces without overwhelming the PCs.

ADVENTURE AND ENCOUNTER SEEDS

- The people of a colony world ask the PCs for help driving off a large pirate group that has been terrorizing them. A salvage yard in a nearby system that has parts to complete several Scyk fighters. If the PCs can reassemble the fighters and instruct

some of the colonists in space-combat tactics, they can work together to fight off the pirates.

- A pirate group that employs a large number of Scyk fighters always seems to have them configured with weapons suited to the task, even when taken by surprise. Is it luck, or does the pirate leader have an extensive spy network, moles in other organizations, or even some mystic means of foresight?

M3-A SCYK INTERCEPTOR

3	5	+2	DET. FWD/PORT (STARBOARD/AFT)	ARMOR
1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			6	8

Hull Type/Class: Starfighter/M3-A Scyk.

Manufacturer: MandalMotors.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 55,000 credits/4.

Customization Hard Points: 1.

Weapons: Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1) or forward-mounted twin light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1) or forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 4, Slow-Firing 1) or forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Slow-Firing 1).



This landing craft can transport almost four times as many stormtroopers into battle as a *Lambda*-class shuttle. The Sentinel's standard cargo capacity is adequate for routine cargo runs, but the shuttle can also latch on to special ferrying containers that allow it to transport ground vehicles such as speeder bikes and small walkers.

USING THIS VEHICLE

The Sentinel is often used as a personal transport for prominent Imperials, such as admirals, grand admirals, Moff's, and even Inquisitors. It is typically flown with a fighter escort. While this may draw additional attention to the Sentinel's cargo, it does make capturing or destroying the ship more difficult.

ADVENTURE AND ENCOUNTER SEEDS

- A *Sentinel*-class landing craft transporting an Imperial general has been shot down on an active battlefield. The PCs must get past the shuttle's defenders and functioning weapon systems to capture the general before its crew can affect repairs.
- A convoy of Sentinels is transporting troops and supplies to an Imperial space station. The supplies could fetch a significant price on the black market or outfit an entire Rebel outpost. Targeting the right Sentinel is key. Will the PCs find valuable cargo on board, or 75 stormtroopers waiting for them?

SENTINEL-CLASS LANDING CRAFT

Hull Type/Model: Shuttle/Sentinel-class.

Manufacturer: Sienar Fleet Systems and Cygnus Spaceworks.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot, one co-pilot, three gunners.

Encumbrance Capacity: 500.

Passenger Capacity: 54.

Consumables: One month.

Price/Rarity: 240,000 credits (R)/7.

Customization Hard Points: 0.

Weapons: Forward-mounted retractable medium laser cannon battery (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Dorsal turret-mounted twin light ion cannon (Fire Arc All; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Ventral turret-mounted retractable heavy repeating blaster—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 15; Critical Hit 2; Range [Long]; Auto-fire, Pierce 2, Vicious 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Linked 1, Slow-Firing 1).

ADDITIONAL RULES

Modular Cargo Module: The *Sentinel*-class landing craft can be fitted with a large cargo module, allowing it to transport larger payloads, including ground vehicles. While this module is attached, make the following changes to the vehicle profile: Handling: -2, Encumbrance Capacity: 1,500.

HH-87 STARHOPPER STARFIGHTER

A long-range, multipurpose starfighter introduced shortly before the Clone Wars, the HH-87 is popular among the Hutt crime families for its durability and versatility. The fighter has respectable speed for a ship of its class and is quite maneuverable, allowing it to keep pace with, and in many cases outfly enemy starfighters and combat airspeeders. The purchase price of the Starhopper is quite reasonable, and the ship is common enough in Hutt Space that every organization even remotely associated with the Hutts seems to utilize it. The Starhopper is also flown by the Zygerrian Slave Empire, which uses the craft to protect its slave transports and processing facilities.

The Starhopper's design incorporates many aesthetic qualities favored by the Hutts. The forward-sloping, beveled prow of the ship conveys strength and an aggressive nature. Well-armored for a ship its size, the Starhopper is a tough, capable snubfighter. Facing a squadron of Starhoppers is quite dangerous; it doesn't hit as hard as other starfighters, but it can take a pounding, prolonging dogfight engagements. Equipped with twin light laser cannons and able to operate equally well in space or atmosphere, the fighter is suited for several roles, from patrolling the skies above Nal Hutta and Nar Shaddaa to hunting down debtors and other fugitives from Hutt "justice."

USING THIS VEHICLE

The Starhopper is cheap yet durable, which allows the various organizations that deploy the starfighter to fly it in great numbers. The Hutt Cartels and Zygerrian Slave Empire use the Starhopper in much the same way the Empire uses the TIE/ln. The fighter's sturdy durability prevents it from being taken out with a single shot. Starhoppers occasionally even survive a hit from a missile or proton torpedo.

These light fighters are typically encountered in minion groups of two to four, depending on the challenge the GM wishes to give the PCs. Their shields and tougher hull trauma and system strain thresholds make them more robust than TIE/ln minion groups.

Starhoppers also fly cover for Hutt Cartel transports, slave ships, and various other criminal endeavors. Able to chase down the average freighter or shuttle, they make for good pursuit craft against beings who have angered the Hutts. Any fringer or Rebel who runs afoul of the criminal empires in Hutt Space should expect to tangle with a few Starhoppers.

ADVENTURE AND ENCOUNTER SEEDS

- A relative of one of the PCs has been abducted and sold to the Zygerrian Slave Empire. The processing and market center where they are being held is protected by a squadron of Starhoppers.



- A Hutt ally of the Alliance calls in a favor. One of the Hutt's rivals is supporting Imperial interests in Hutt Space. Their operations need to be stopped, but the Hutt can't openly show support for the Alliance. The Rebel pilots must use Hutt Cartel ships, including several Starhoppers, and impede the rival's efforts, or else the Hutt will withdraw their substantial financial support for the Rebellion.

HH-87 STARHOPPER STARFIGHTER

3	4	+1	DEF: FWD/PORT/STARBORD/INT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 0	4
			HT THRESHOLD	ST THRESHOLD
			10	8

Hull Type/Class: Starfighter/HH-87 Starhopper.

Manufacturer: MandalMotors.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 6.

Passenger Capacity: None.

Consumables: Two days.

Price/Rarity: 50,000 credits/4.

Customization Hard Points: 2.

Weapons: Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

STARVIPER-CLASS ATTACK PLATFORM

The StarViper attack platform is a heavy starfighter produced by Mandal Hypernautics, a division of MandalMotors. It has a distinctive profile, with four wings radiating from a central cockpit like the fins of a beautiful yet deadly ocean creature. The fighter's primary armament is mounted on swinging "arms," allowing the weapons to traverse to fire on targets in front of or behind the StarViper. This expensive fighter is most often found in the hands of the more affluent criminal organizations, such as the Zann Consortium and Black Sun. It is occasionally part of Mandalorian forces as well.

The StarViper is loaded with heavy armament befitting its designation as an attack starfighter. Each of the fighter's two weapon arms ends in a heavy laser cannon, and the elegant fuselage mounts a pair of proton torpedo launchers. These weapons enable the StarViper to engage enemy targets before they can get within range to fire back.

While the StarViper is sturdy compared to some starfighters, its design limits the ship's ability to mount heavier armor or anything but the most basic shield systems. As a result, the StarViper hits harder than it can take. The StarViper relies on its speed and maneuverability to protect it, as well as its ability to take out enemy fighters before they engage.

USING THIS VEHICLE

The StarViper is a solid starfighter for pirate raids, criminal endeavors, and ambushes. In combat, it is best at blowing away targets at short range with its lasers and torpedoes.

Pilots do need to take care when fighting in a StarViper. Its hull is strong for its class, but its armor is thin. If enemy fighters engage to close range, the StarViper's speed and handling help give it the edge in Gain the Advantage contests. When not attempting to dogfight, the StarViper can drop out of maneuvering mode and use its cannons in any direction, even against ships flying behind them.

ADVENTURE AND ENCOUNTER SEEDS

- The Zann Consortium sends a squadron of StarVipers to assault an independent space station whose owners owe them a considerable sum. The PCs are either on the station and need to escape during the attack or are indebted to the station owners and are asked to help repel the StarVipers.
- An affluent crime lord is hosting a no-holds-barred race through a proto-planet's primordial terrain. Racers fly through active volcanoes, deep canyons, and horrific storms. The prize is a jeweled crown rumored to include kyber crystals. The odds-on favorite is a StarViper pilot rumored to have uncanny reflexes and a strange ability to seemingly predict every potential pitfall of any course they race. To complicate things, Imperial forces could interrupt the race due to their interest in this "gifted" pilot.

STARVIPER-CLASS ATTACK PLATFORM

3	4	+1	DEF: 2	FOR: 2	STANDARD: 2	AFT: 2	ARMOR: 2
SILHOUETTE	SPEED	HANDLING	WE THRESHOLD: 14			SS THRESHOLD: 7	

Hull Type/Class: Starfighter/StarViper-class.

Manufacturer: MandalMotors.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 12.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 160,000 credits/7.

Customization Hard Points: 0.

Weapons: Arm-mounted heavy laser cannons (Fire Arc Forward and Aft; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

ADDITIONAL RULES

Maneuvering Mode: As a maneuver, the pilot may switch the StarViper into or out of maneuvering mode. When in maneuvering mode, the StarViper increases its speed and handling by 1. However, its twin arm-mounted heavy laser cannons change their Fire Arc to "Forward."

TIE ADVANCED V1

One of many experimental TIE designs tested and produced by Sienar Fleet Systems, the TIE Advanced v1 was designed to be a sturdy starfighter capable of working independently of fleet support. To achieve this objective, it added shields, a hyperdrive, and armor plating. The ship mounts curved S-foils that fold inward when the vessel lands to minimize its storage footprint. These S-foils are unusual compared to those of other TIE fighters: the solar paneling is mounted only on the interior of the S-foils, and extra armor plating applied to the exterior of the wings provides extra protection against shots to the ship's flanks. The v1's solar panels and power plant are more efficient than other TIEs, ensuring no loss in power.

In addition to the standard laser cannons found on most TIE fighters, the v1 mounts a projectile launcher capable of firing a single XX-23 tracer missile. This ordinance attaches a hyperspace beacon to the target that can be tracked anywhere in the galaxy. This allows the v1 to employ its powerful sensors to hunt down any prey that jumps to safety before the v1 destroys it.

Factories on Lothal made the first production run for the TIE Advanced v1, but local rebels destroyed the first model. Once the ships were back in production, they quickly became the primary transports for the Inquisitors. Inquisitors used the ships' tracking armament and swift hyperdrive to chase down any quarry that attempted to elude them.

USING THIS VEHICLE

The TIE Advanced v1 was produced in small numbers and issued only to specific branches of Imperial service and exceptional fighter pilots. Encountering one should be a memorable event. The ship is sure to be flown by a highly skilled opponent, such as an Imperial Inquisitor or flight baron. Such pilots likely have other TIEs deployed with them in support, such as TIE/ln starfighters, TIE/ln interceptors, or even rarer Imperial starfighters.

How the v1 is employed depends on its mission. The one-shot tracer missile is used only if the v1 pilot believes their target is attempting to flee into hyperspace or a navigational hazard. Otherwise, the v1 leverages its

deftness, speed, and shields to outfight any opponent it comes across. Pilots of this craft attempt to stick behind enemy ships to avoid return fire, taking full advantage of the v1's agility and speed.

ADVENTURE AND ENCOUNTER SEEDS

- In response to the PCs' success in their given sector of space, the Empire has assigned a decorated flight baron with a TIE Advanced v1 to their operational theater with instructions to seek out and destroy the troublesome meddlers.
- An Inquisitor hunting the PCs tags their ship with an XX-23 tracer and pursues them jump after jump. The PCs must figure out how they are being tracked, but do they simply remove the tracer, or attempt to turn the tables and ambush the Inquisitor?

TIE ADVANCED V1

3	5	+2	1 - - 1	3
SILHOUETTE	SPEED	HANDLING	DEF/FRW/PORT/STARBURD/INT	ARMOR
			HY THRESHOLD	SS THRESHOLD
			6	8

Hull Type/Class: Starfighter/TIE Advanced v1.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 150,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

XX-23 S-Thread Tracer (Fire Arc Forward; Damage —; Critical —; Range [Close]; Guided 3, Limited Ammo 1).

ADDITIONAL RULES

XX-23 S-Thread Tracer: This missile contains a device allowing the target's movements to be tracked regardless of where it travels, including through hyperspace.

After a character makes a successful combat check with an XX-23 tracer, they may make an **Average** (◆◆) **Astrogation check** to determine the target's location anywhere in the galaxy until the tracer is removed.





TIE ADVANCED X1

The TIE Advanced x1 drew on lessons learned while Sienar Fleet Systems developed the TIE Advanced v1. The x1 boasts many of the same features as its predecessor: powerful shields, improved armor, and a hyperdrive system. The fighter possesses a much longer fuselage than the v1, allowing it to mount a larger array of solar panels. By drawing in more ambient energy, the x1 is faster and more maneuverable than its predecessor and almost every other TIE design.

The prototype of the x1 was assigned to the Emperor's most valued servant, Darth Vader. The Lord of the Sith flies this prototype with unrivaled skill and precision, a benefit derived from Lord Vader's mastery of the Force. Several systems were added to the x1 prototype at Vader's direction, including a life-support system that works with Vader's unique armor.

Darth Vader's performance with the x1 prototype convinced the Empire to put the starfighter into wider production. The TIE Advanced x1 was assigned to flight barons, much as the v1 was, but to a select few elite squadrons as well. The Imperial Security Bureau heavily vetted the pilots of these squadrons to confirm their fanatical loyalty to the Empire. Some officials had concerns about the possible defection of skilled Imperial pilots if they are given a craft with hyperspace capability. So far, these fears have been mostly unfounded; squadrons with x1s have seen great successes in combat engagements.

USING THIS VEHICLE

While the v1 model of the TIE Advanced is assigned to exclusive individuals, the x1 model is occasionally encountered in squadrons. Typically, no more than one such squadron will be encountered at a time and facing a full squadron of x1s should be a climactic encounter. All pilots of TIE Advanced x1s are at least skilled rival adversaries. GM's should spend Destiny Points on the PCs' combat checks to upgrade the difficulty of hitting these fighters to increase the tension.

Darth Vader's TIE (see **Vader's Tie Advanced**, below) takes advantage of the fighter's direct connection to the Sith Lord's armor. With his ship's unprecedented +4 handling and his own potent Piloting (Space) skill, Lord Vader excels at Gain the Advantage contests. Once he has positioned an opponent in his "kill zone," the added Accurate item quality helps him devastate and destroy any target in his sights.

ADVENTURE AND ENCOUNTER SEEDS

- A member of an elite Imperial squadron is attempting to leave the Empire with their TIE Advanced x1. The remaining pilots of their squadron, including their decorated commander, are in pursuit of the renegade with orders to destroy them.
- Either through reputation or simply bad luck, the PCs encounter Darth Vader while in his TIE Advanced x1. Vader attempts to disable the PCs for capture and interrogation unless they do something to anger the Sith Lord into destroying them. If pressured, a Star Destroyer arrives to support Vader, launching several fighters.

TIE ADVANCED X1

3	6	+3	DEF: FWD/PORT/STARBORD/AFT	ARMOR
1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			8	10

Hull Type/Model: Starfighter/TIE Advanced x1.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 4, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 180,000 credits (R)/8.

Customization Hard Points: 1.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Linked 1, Slow-Firing 1).

VADER'S TIE ADVANCED

On Darth Vader's TIE Advanced x1, the following unique attachment takes up the vehicle's hard point:

Life-Support Suit Integration: When piloted by Darth Vader, his TIE Advanced X1 increases its handling by 1 and system strain threshold by 2, and all mounted weapons gain Accurate 1.



TIE/LN STARFIGHTER

Sienar Fleet Systems' small and fragile TIE/Ln is the primary space superiority fighter of the Imperial Navy. Light, fast, and nimble, this bare-bones, no-nonsense fighter is designed for deployment in large groups to overwhelm enemy combatants with sheer numbers, rather than for precision fighting and flying. Considered largely disposable, as are its pilots, the TIE/Ln fighter has an extremely light hull, thin armor, and no shields. It has no internal life support system, no hyperdrive, and only the barest of avionics. Designers trimmed every bit of fat from the initial design, resulting in a screamingly fast and shockingly agile fighter, albeit one with a very high attrition rate.

USING THIS VEHICLE

While some ace pilots fly TIE/Ln fighters, most TIE/Lns are flown by minions and operate as minion groups. Their high speed and handling help them on Gain the Advantage actions, allowing an entire flight of TIEs to hone in on an enemy craft.

ADVENTURE AND ENCOUNTER SEEDS

- After raiding an Imperial space station, the PCs find their extraction vehicle has been damaged or destroyed and the only means off the station is in the garrison's TIE/Ln fighters. The PCs need to escape the station, fight off any pursuers, and meet up with a rebel ship to escape—without getting shot down by their allies!

TIE/LN STARFIGHTER

3	5	+3	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	AFT
			HT THRESHOLD				SS THRESHOLD
			6				8

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 50,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/AG "AGGRESSOR" STARFIGHTER

Introduced into the Imperial Navy just prior to the Battle of Yavin, the TIE/ag "Aggressor" is an advanced medium strike starfighter and one of a line of newly introduced advanced TIE-series variants. Developed in response

to a sharp increase in smuggling and shipping carried out on behalf of the Alliance to Restore the Republic, the TIE/ag is a heavily armed fast attack fighter designed for commerce raiding and interdiction. Longer than a common TIE/Ln, the TIE/ag is a two-position fighter with several design choices common to all TIE-series ships, such as a lack of shields and native hyperdrive capabilities, the TIE's signature twin ion engines, the spherical control pod, and the broad solar collector panels. Unlike the TIE/Ln, the TIE/ag features an extended hull that provides room for a dedicated gunner to operate the dorsal turret-mounted light laser cannons. Rounding out the TIE/ag's impressive loadout are a pair of medium laser cannons mounted beneath the solar collector spars.

USING THIS VEHICLE

Encounters with TIE aggressors are dangerous affairs for their opponents, due to the relative experience of the pilots assigned to them. Aggressor pilots and gunners are almost always rivals, often possessing several ranks each in the Piloting and Gunnery skills. The TIE aggressor can make twice the number of attacks as a normal TIE/Ln against enemy targets or engage two different targets at the same time.

ADVENTURE AND ENCOUNTER SEEDS

- The patrol craft assigned to an Imperial installation are suddenly changed from TIE/Ln fighters to TIE/ag's. The PCs' benefactors want to find out the need for such a drastic increase in defenses and ask them to infiltrate the facility.
- Losses among rebel squadrons in one sector are on the rise due to an elite TIE aggressor squadron. Sector command assigns the PCs to hunt down and eliminate the enemy pilots, either through space combat or assassination.

TIE/AG "AGGRESSOR" STARFIGHTER

3	4	+1	0	-	-	0	3
SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	AFT
			HT THRESHOLD				SS THRESHOLD
			10				8

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot, one gunner.

Encumbrance Capacity: 7.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 75,000 credits (R)/9.

Customization Hard Points: 0.

Weapons: Turret-mounted twin light laser cannon (Fire Arc Port, Starboard, and Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

TIE/SA TACTICAL BOMBER

TIE/sa bombers are dedicated bomber and attack fighters equivalent to the Alliance's Y-wing and B-wing fighters. Slow and relatively sturdy for TIE-series fighters, TIE bombers feature a twin-boom hull design that contains the pilot and all the ship's control systems in the starboard pod and a multipurpose launcher and ordnance magazine in the port pod. This, coupled with the bombers' elongated form and canted solar collectors, makes them unmistakable in a formation, a trait that is both a blessing and a curse to their pilots. While their shape announces them as the heavy hitters and lets their enemies know that the gloves are off, it also makes them conspicuous, standing out as primary targets for enemy interceptors and anti-fighter weapons.

Despite their slower speed, lack of agility, and reliance on faster fighters to escort them to their targets, TIE bombers are incredibly effective attack craft. Their ability to carry numerous types of ordnance makes them quite versatile, and they can pose a significant threat to enemy fighters. Their proton bombs are death to even the most well-armored light capital ship or space station. It's a rare planetary fortification that can stand up to a concentrated bombing campaign by these fighters.

USING THIS VEHICLE

The TIE/sa is the Imperial Navy's primary star-bomber. Most Star Destroyers carry at least one squadron of TIE bombers, as do any fighter carriers deployed to planetary assaults or fleet engagements.

The TIE/sa does not perform well in dogfighting combat engagements. It is too slow, too ungainly, and too easy a target to "mix it up" with enemy fighters. Even its mounted lasers are inferior to those of most opponent craft. The TIE/sa is better suited to longer-ranged fights in which its lack of maneuverability is compensated for by its missile volleys, which blast opponents apart before they can close.

Like TIE/lns, TIE bombers are deployed in pairs and quartets, flying as minion groups and covering each other as they approach their target. They launch missiles and conduct laser-cannon strafing runs as a unit, usually with devastating results.

ADVENTURE AND ENCOUNTER SEEDS

- Due to clerical error, an Imperial outpost's entire complement of TIE starfighters has been replaced with TIE/sa bombers. The PCs have been assigned to raid that outpost and have no intel about the bombers' presence. The PCs must suddenly contend with squadrons of bombers launching missile volleys as they attack the outpost.
- During an engagement between Rebel and Imperial fleets, a squadron of TIE bombers is using the rings of the planet where the battle takes place to mask their approach, hoping to ambush the Rebel fleet from behind.

TIE/SA TACTICAL BOMBER

3	4	+0	0	-	-	0	3
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
			9				8
			MT THRESHOLD				SS THRESHOLD

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 110,000 credits (R)/5.

Customization Hard Points: 0.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted launchers firing either concussion missiles (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Linked 1, Slow-Firing 1) or proton torpedoes (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12, Linked 1, Slow-Firing 1).

Ventral-mounted proton bomb release chute—can only be used against surface targets (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 16).

TIE/RB "BRUTE" HEAVY STARFIGHTER

The TIE/rb heavy starfighter is an up-gunned variant of the standard TIE/ln starfighter. Because of its bulky frame and heavy cannons, it earned the nickname "the TIE brute" from its pilots.

A member of the Sienar designer team set her staff to the task of constructing a TIE fighter design capable of mounting a pair of H-s9.3 heavy laser cannons. They determined that the cannons could not be mounted beneath the standard design's ball-cockpit, so they housed the weapons in an outrigger pod set between the cockpit and the port solar collector panel. This allows the cannons to traverse the craft and direct fire both fore and aft, thanks to a droid brain helping the pilot with targeting.

From a design standpoint, the TIE/rb is considered a success. From a practical standpoint, the ship is a failure. The increase in armor and armament makes the fighter slower and less maneuverable than the standard TIE/ln. Its production cost is almost four times as much as a TIE/ln, for an arguably marginal increase in offensive capability. The ship best performs as an interdiction craft, ideal for system blockade rather than assault. The TIE brute is produced at a single factory and deployed in minimal numbers to system defense fleets.



USING THIS VEHICLE

The TIE brute is a monstrous TIE variant mounting formidable laser weaponry and heavy armor. Despite this, the brute is a mediocre dogfighter; it is better suited to pounding enemy starfighters from short range than to engaging them at close range and on their terms. When pressed into such situations, a brute's pilot can call on the fighter's droid brain to perform combat checks while the pilot focuses on flying the craft. The TIE/rb is commonly deployed with several TIE/ln fighters as support, to help protect the starfighter from enemy interceptors.

ADVENTURE AND ENCOUNTER SEEDS

- While Rebels are fighting in a ground battle, a pair of TIE brutes approach their command area. The PCs need to bring the fighters down using their own vehicles or ward it off with ground fire before the TIE/rb can take out the Rebels' mobile command vehicle and kill the Alliance general in charge.
- A shipment of droid brains for the TIE/rb factory has been intercepted. The droids could be altered: reprogrammed to prevent the TIE/rb from firing on ships broadcasting a specific identification code. The droids must then be delivered to the factory for installation and later exploitation.

TIE/RB "BRUTE" HEAVY STARFIGHTER

3	4	+0	0	-	-	0	3
SILHOUETTE	SPEED	HANDLING	REF. FIRE/PORT/STANDARD/AFT	HT THRESHOLD			SS THRESHOLD
				14			8

Hull Type/Model: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot and one droid brain assistant.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 188,000 credits (R)/4.

Customization Hard Points: 0.

Weapons: Outrigger-mounted heavy laser cannons (Fire Arc Forward and Aft; Damage 6; Critical 3; Range [Short]; Linked 1).

ADDITIONAL RULES:

MCX-300 Droid Brain: The TIE brute's droid brain can make checks and provide assistance to the pilot. It has an Agility of 0, a Gunnery skill of 3, and a Piloting (Space) skill of 3. During structured gameplay, the droid brain takes a turn directly following the pilot's turn.

TIE/D "DEFENDER" MULTI-ROLE STARFIGHTER

Designed in conjunction with Grand Admiral Thrawn's fighter initiative, the TIE/d shares many of the TIE series' design features—the spherical cockpit, the solar collectors in the wings, the twin ion engines—but beneath the relatively familiar skin is a completely different fighter. Designed to counter the wave of extremely competent Alliance fighters, such as the indomitable X-wing and the B-wing, the TIE/d was built from the ground up to be a competent and durable multi-role fighter. Unlike its simpler, ostensibly disposable cousins, the TIE/d is heavily armored, shielded, and even equipped with a hyperdrive. Its pilots are the cream of the crop, high-ranking aces culled from interceptor squadrons who have survived multiple sorties against the Alliance and have proven themselves loyal to the Emperor beyond any doubt.

Only a few TIE/d were produced before the destruction of the TIE defender factory on Lothal. As the Empire works to bring more factories online, those TIE/ds that were produced have been assigned to elite fighter squadrons and aces.

USING THIS VEHICLE

The TIE/d is a multi-role fighter-bomber capable of taking on enemy starfighters and conducting strikes against capital ships and space stations. While slower and less agile than a TIE/ln, the TIE/d makes up for it in armor, durability, and shields. It can vary its attacks to suit the target it faces. Fragile fighters can be destroyed outright with its laser cannons, while enemy craft with lower system strain thresholds are vulnerable to the TIE/d's ion cannons. Its concussion missiles are used against heavy-armored opponents and larger warships.

ADVENTURE AND ENCOUNTER SEEDS

- An Imperial ace who has run afoul of the PCs is assigned to a TIE/d defender. The ace has vowed to capture and humiliate the PCs, and launches an attack against them.

TIE/D MULTI-ROLE STARFIGHTER

3	4	+2	DEF: 1 - - 1	ARMOR: 3
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 10	SS THRESHOLD: 10

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 300,000 credits (R)/8.

Customization Hard Points: 0.

Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Cockpit-mounted light ion cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Cockpit-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).

TIE/IN INTERCEPTOR

Referred to as a "fast mover" by many Alliance fighter pilots, the Imperial Navy's TIE/in light interceptor is one of the most feared fightercraft in the Empire's arsenal. A development of the standard TIE/In space superiority fighter, the TIE interceptor is even faster, more agile, and, if possible, more fragile than

its hangar-mates. These fighters are reserved for the finest pilots in the Imperial Navy, as their inherently unstable design and lightning fast agility require an incredible amount of flying prowess to tame. Relatively rare among Imperial fighter squadrons, TIE/in squadrons are typically reserved for front-line battle groups. There, they are used as shock units, screaming in on enemy fighters and destroying them with their powerful quad-linked heavy blaster cannons before their unfortunate targets know what's hit them.

USING THIS VEHICLE

TIE interceptors are quick-strike fighters, used in similar fashion as rebel A-wings. They approach their targets at exceedingly high speed, conduct fast fly-by attacks or attempt to Gain the Advantage and get behind enemy fighters. When operating in flights of two or more, the two craft usually conduct strafing runs of the same target, daring the enemy fighter to engage one of them while the other TIE interceptor maneuvers in behind them for the kill. Their speed and firepower allow them to prove space-superiority quickly, or else tip the odds more in the Empire's favor in short order.

TIE interceptor squadrons are dangerous opponents, each pilot being a highly skilled, daring aviator. They are often flown by rivals, often with a rank of the Adversary talent. A TIE/in minion group is a rare occurrence.

ADVENTURE AND ENCOUNTER SEEDS

- A pair of TIE interceptors happens across the PCs on a secret mission, and race away to alert a nearby base. The PCs must chase down and destroy the TIE interceptors before they escape and call in their discovery, compromising the mission.
- In the midst of a battle, or out of nowhere, a TIE interceptor speeds toward the PCs' ship, leading a large squadron of TIEs. But a garbled transmission from the interceptor seems to claim it's actually fleeing and needs help. Is there any way to be sure of the truth before the lasers are in range?

TIE/IN INTERCEPTOR

3	6	+3	DEF: 0 - - 0	ARMOR: 2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 6	SS THRESHOLD: 10

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 75,000 credits (R)/5.

Customization Hard Points: 0.

Weapons: Wingtip-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).



TIE/MG MINING GUILD STARFIGHTER

Thanks to its close working relationship with the Empire, the Mining Guild is one of the few non-Imperial organizations that are allowed to operate TIE-series starfighters. Known unofficially as TIE/mgs, Mining Guild TIEs are surplus TIE/ln starfighters purchased in bulk from the Imperial Navy and modified by Mining Guild shipwrights. They are deployed to Mining Guild sites across the galaxy and provide protection against thieves, pirates, and resistance saboteurs.

Painted in the guild's yellow-and-black livery, these fighters are a common sight around mining facilities. Their most obvious modification is the removal of the forward two panels of each of the fighter's solar arrays. While this greatly improves pilot visibility, it noticeably reduces speed and power. This modification was mandated by the Imperial Quartermaster Corps when these fighters were sold to the Mining Guild. The arrangement puts Imperial military hardware into private hands but maintains the Imperial Navy's superiority and the Mining Guild's reliance on the Empire for protection and parts. Additionally, these fighters are equipped with upgraded life-support systems to allow Mining Guild pilots to fly them without bulky TIE-style flight suits.

While guild pilots are not as highly trained or skilled as Imperial Navy pilots, they still use their secondhand TIE fighters to great effect. Against run-of-the-mill pirates or scavengers, TIE/mgs are suitable to the task of driving the attackers off. Against more skilled or determined opponents, TIE/mgs can be outmatched, requiring the Mining Guild to call on the Empire for aid.

USING THIS VEHICLE

The TIE/mg can be found throughout the galaxy wherever Mining Guild interests lie, but it is most often encountered in the Outer Rim. On the fringe of galactic space, there are fewer Imperial patrols than in the Core, allowing for opportunists to raid Mining Guild interests without interference. TIE/mgs protect the guild's more lucrative mines and important strongholds, usually with backup only moments away.

Mining Guild TIEs rarely operate independently and are often flown in minion groups of two to three. Against more experienced PCs, minion groups of four are a more appropriate challenge.

ADVENTURE AND ENCOUNTER SEEDS

- The Mining Guild has discovered a new vein of coaxium. The Empire is sending a Star Destroyer to protect the mine, but it is days away. There is a narrow window of opportunity for someone to raid the mine and make off with some coaxium while the mine is lightly defended by TIE/mg fighters.
- The Mining Guild has been in dispute with an independent prospector for months, and the local manager has grown tired of attempting to resolve the issue through legal channels. They have ordered their TIE/mg squadron to attack the

prospector's claim, not really caring if the prospector is killed in the attack. If the PCs need incentive to help, the prospector offers substantial payment in credits or information.

TIE/MG MINING GUILD STARFIGHTER

3	4	+3	DEF. FORW./PORT/STARBORD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	2
			HT THRESHOLD	SS THRESHOLD
			6	6

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 2.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 40,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

TIE/PH "PHANTOM" MULTI-ROLE STEALTH STARFIGHTER

The TIE/ph "phantom" is the Imperial Navy's first true stealth fighter. It is produced in extremely limited numbers due to the cost and complexity of its systems and is assigned only to the most trusted and experienced pilots. The phantom is a departure from the standard TIE-series design. The cockpit is a truncated cone similar to those found on CEC YT-series freighters, and it is mated to a heavily armored triangular hull that houses the fighter's engines, power generators, and stealth systems. Three TIE interceptor-style solar collector arrays are arranged around the fighter's fuselage in an equilateral formation, giving the stealth fighter a deadly arrowhead profile.

USING THIS VEHICLE

The TIE/ph's cloaking device is an expensive, innovative stealth system. When active, the cloak almost completely hides the fighter from sensors and the naked eye, leaving only a faint shimmering distortion. This helps the phantom to remain hidden from its targets until it is ready to strike.

The TIE/ph is still designated as an experimental fighter, appearing in very limited numbers throughout the Empire. Typically, the phantom is employed only for missions of high importance or to protect vital assets. While it does have shields, the phantom is no more durable than many other fighters. A common tactic is for the TIE/ph to de-cloak, open fire with its impressive number of laser cannons, and re-cloak before the enemy has a chance to lock on and return fire.

ADVENTURE AND ENCOUNTER SEEDS

- The Empire has let slip intelligence that an Imperial Grand Moff is traveling through a disputed sector of space to personally take command of the fleet stationed there. The intelligence is a ruse. The ships are defended by four TIE phantoms, which are waiting to obliterate any Rebel ships that try to ambush the convoy.
- Several towns and small space stations suspected of supporting the Alliance have been attacked. They were wiped out in the middle of the night, destroyed by TIE phantoms that appeared from nowhere. Alliance forces must find, and stop, these murderous attackers.

TIE/PH "PHANTOM" MULTI-ROLE STEALTH STARFIGHTER

SILHOUETTE	SPEED	HANDLING	DEF. END/PORT/STARBOARD/AFT	ARMOR
3	5	+2	1 - - 0	2
			WT THRESHOLD	SS THRESHOLD
			8	10

Hull Type/Class: Starfighter/TIE Series.
Manufacturer: Sienar Fleet Systems.
Hyperdrive: Primary: Class 1, Backup: None.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/gunner.
Encumbrance Capacity: 8.
Passenger Capacity: 0.
Consumables: Two weeks.
Price/Rarity: 365,000 credits (R)/9.
Customization Hard Points: 0.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 4).

ADDITIONAL RULES

Stygium Cloaking Device: Activating the cloaking device on a TIE phantom requires the pilot to spend an action.

Once activated, the cloaking device makes the phantom almost impossible to detect, requiring anyone attempting to spot it to make a **Daunting (◆◆◆◆) Perception** or **Vigilance** check. Once detected, any attacks made against the Phantom while the cloaking device remains active count its silhouette as 0. Using the cloaking device does come with some severe side effects for the phantom. While the cloaking device is active, the TIE phantom has its speed reduced by 3. Additionally, the phantom pilot cannot use active scanners, comms, or weapons while the cloak is active. The pilot can turn off the cloaking device by spending a maneuver.

TIE/CA "PUNISHER" STARFIGHTER

Another advanced TIE-series variant developed in the wake of the Rebellion's stunning victory at Yavin, the TIE capital assault—more commonly known as "punisher"—is a heavy bomber used on missions to deliver massive payloads to places a Star Destroyer cannot venture. Based on the TIE/sa tactical bomber space frame, the TIE/ca frame packs almost four times the ordnance of its predecessor.

Given the value of their weapons systems and their poor maneuverability, TIE punishers have sturdier defenses than other ships in the TIE series. While they are not equipped with hyperdrives, TIE punishers do have shield systems to help ensure their payloads make it to their destinations. Their armament consists of the standard forward-mounted light laser cannons and four linked launchers capable of firing either concussion missiles or proton torpedoes (depending on the mission). Additionally, the TIE punisher is equipped with twin proton bomb release chutes like the TIE bomber's signature chute, which can release bombs in tandem for maximum devastation.

USING THIS VEHICLE

In combat, the TIE/ca is a horrible dogfighter. Its standard tactic is to blast through enemy fighters with its warhead payload. The starfighter can launch continual volleys of missiles or torpedoes at enemy fighters, light freighters, and gunships, obliterating them while staying at short range. The TIE/ca repeats this tactic against capital ships, staying outside of enemy warships' point defense cannons. Against ground targets, or the hulls of large cruisers or battleships, the TIE/ca uses its heavy bombs. This is more dangerous than standoff attacks with torpedoes, as the TIE/ca needs to be within close proximity to deliver these bombs.

ADVENTURE AND ENCOUNTER SEEDS

- The Alliance has located and targeted a Sienar Fleet Systems factory for destruction; it is one of the few that produces the TIE/ca. The best way to get past the squadrons of TIEs protecting the facility is to steal a punisher from the assembly floor and launch a surprise bombing run from within.



TIE/CA "PUNISHER" STARFIGHTER

3	4	-2	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBARD/AFT				ARMOR
			HIT THRESHOLD				SS THRESHOLD
			18				12

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: Two days.

Price/Rarity: 253,000 credits (R)/7.

Customization Hard Points: 0.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted launchers firing either concussion missiles (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 12, Linked 3, Slow-Firing 1) or proton torpedoes (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 12, Linked 3, Slow-Firing 1).

Ventral-mounted proton bomb release chutes—can only be used against surface targets (Fire Arc Down; Damage 7; Critical 2; Range [Close]; Blast 7, Breach 8, Limited Ammo 16, Linked 1).

TIE/RP "REAPER" ASSAULT TRANSPORT

The TIE/rp "Reaper" assault transport is easily recognizable for its trademark Sienar solar collectors, while its hull presents a marked departure from other craft in the TIE line. Unlike the TIE/sk, which shares a similar wing profile, the TIE/rp Reaper functions equally well in atmosphere and vacuum. Reapers primarily serve as transports for the Empire's elite troops, delivering them into the thick of combat, from amphibious planetary landings to deep-space boarding actions. Despite the menacing appearance of its bladelike solar collectors and coffin-like hull, the TIE Reaper likely earned its unofficial moniker from its association with the Empire's infamous Death Troopers.

Supporting its primary role, the craft sports considerable defenses. In addition to its relatively well-armored hull, the TIE Reaper is equipped with ray shields. Its state-of-the-art comm systems specialize in jamming enemy communications and flustering targeting computers. Still, with its relatively light armament, the TIE Reaper customarily receives escort protection, most often in the form of TIE/ln space superiority starfighters and TIE/sk strikers.

The TIE Reaper's advanced comm systems and powerful scanners are equally effective in relaying orders and monitoring a battle's progress, allowing it to fulfill a

secondary function as a mobile command bunker. When it is used in this capacity, a TIE Reaper's passenger complement might serve as bodyguards for an officer.

USING THIS VEHICLE

The TIE/rp is not designed to provide ongoing fire support like the Rebels' U-wing. It lacks pintle-mounted anti-personnel weaponry, or turrets of any kind. For this reason, TIE Reapers are rarely sent into combat zones without fighter escorts. These might be tasked with protecting the transport only until it deploys its passengers, with continuing defense while the Reaper acts as a mobile command bunker.

Most Reaper crew members are skilled rivals. In combat, the Reaper's comms operator should be spoofing missiles launched against it, jamming PC communications, and slicing into the PC's flight systems. If a Reaper is jamming communications, its pilot flies defensively, trying to stay alive while maintaining the jamming.

ADVENTURE AND ENCOUNTER SEEDS

- While providing cover for a ground operation or heist, the PCs see a TIE/rp speeding toward the operation zone carrying an elite stormtrooper squad (storm commandos or Death Troopers). Instead of taking it down, the PCs' commander wants them to let it land, eliminate the troopers, and capture the Reaper.
- During an infiltration gone wrong, the PCs suddenly notice their communications are jammed, preventing them from calling for help or warning their allies. The PCs must disable the TIE Reaper responsible for the jamming to restore communications.

TIE/RP "REAPER" ATTACK LANDER

3	4	+1	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBARD/AFT				ARMOR
			HIT THRESHOLD				SS THRESHOLD
			18				10

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Class 1.

Navicomputer: None.

Sensor Range: Medium.

Ship's Complement: One pilot, one comms operator.

Encumbrance Capacity: 30.

Passenger Capacity: 10.

Consumables: Two weeks.

Price/Rarity: 100,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

ADDITIONAL RULES:

Electronic Countermeasures: The TIE Reaper's sophisticated comm systems add ☐ ☐ to checks to spoof missiles or jam enemy communications. In addition, upgrade the difficulty of Computers checks to bypass a TIE Reaper's jamming once.



TIE/SK "STRIKER" MULTI-ROLE FIGHTER

The TIE/sk is a rarity among the many TIE-series fighters. Designed from the ground up as an air superiority fighter, the striker is optimized to fly and fight in atmosphere. Somewhat larger and faster than a TIE/ln, it is still roughly on par with that starfighter in both speed and firepower. The striker fills several roles—dog-fighter, interdictor, and ground attacker—and does so extremely well. Striker squadrons are typically deployed to important Imperial planetary facilities and operate alongside other TIE squadrons.

The design of the TIE/sk is as much of a departure from the rest of the TIE series as its intended role. Instead of the usual spherical fuselage, the striker features an elongated, lozenge-shaped fuselage equipped with advanced avionics, a life-support system, a low-yield shield generator, and a small space that can hold small cargoes or a single passenger. Two variable-geometry S-foils, similar in shape to those found on the TIE/ln, are mounted to the fighter and give it its distinctive silhouette. Depending on flight conditions and angle of attack, the S-foils automatically position themselves to maximize performance. The striker's standard weapons loadout consists of linked heavy blaster cannons and a pair of light laser cannons. These can be augmented with bombs or versatile flex-warhead launchers mounted on external hard points. All these systems combine to create a flexible, hard-hitting fighter.

USING THIS VEHICLE

TIE/sks are designed for atmospheric operation and assault. Most ground-based Imperial facilities important enough to call for dedicated fighter support have several TIE/sks assigned to them. These fighters serve as rapid response interceptors, waiting on standby to launch against any attackers. Strikers are encountered in minion groups or are occasionally flown by skilled rivals, much like the TIE/ln.

TIE/sks attack mainly with their quad-linked heavy blaster cannons, switching to their light laser cannons (with their lower Critical rating) when trying to incapacitate more resilient enemy craft. When enemy ground forces are anticipated, the striker's bomb bay is fully loaded to aid in the destruction of enemy emplacements and vehicles.

The TIE/sk's major weakness is its diminished capabilities in space. Crafty pilots lure TIE/sks into the thin, upper atmosphere, where their design is a hindrance instead of an advantage.

ADVENTURE AND ENCOUNTER SEEDS

- An Imperial conveyex transport (see page 24) moves valuable chromium from a refinery to a local Imperial weapons development lab. The cargo is valuable enough to dedicate a flight of strikers to the daily transport route. These fighters must be dealt with before the transport convoy can be eliminated—or robbed.
- Hundreds of political prisoners are being kept in an Imperial prison that was once a Republic fortress. A small Rebel cell wants to break the prisoners out. If a flight of strikers can be stolen from a nearby Imperial base, their proton bombs will make short work of the fortress walls.

TIE/SK "STRIKER" MULTI-ROLE FIGHTER

3	6	+3	1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	REF. FWD. / PORT. / STARB. / AFT.			ARMOR	
			NT THRESHOLD			SS THRESHOLD	
			7			9	

Hull Type/Class: Starfighter/TIE Series.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot, one gunner/bombardier.

Encumbrance Capacity: 4.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 50,000 credits (R)/6.

Customization Hard Points: 0.

Weapons: Forward-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Hull and wingtip-mounted heavy blaster cannons (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Linked 3).

ADDITIONAL RULES

Optimized for Atmosphere: While in space, the handling of the TIE/sk switches to +0 and speed to 4.

Multi-Role Fighter: The TIE/sk can also be fitted to deploy proton bombs in a ground assault role from a ventral-mounted ejector. These explode with the following profile: (Fire Arc Down; Damage 8; Critical 2; Range [Close]; Blast 6, Breach 6).



UT-60D U-WING TROOP TRANSPORT

Incom's UT-60D is a small personnel carrier and light attack craft marketed to planetary governments and private military concerns. A cross between a starfighter and a dropship, the UT-60D, also called the U-wing, was designed to carry squad-sized units into combat zones quickly and safely, then take to the air again and supply air support and instant extraction when needed. It has a squared-off hull that has a two-seat cockpit and a ventral passenger compartment big enough for a fully equipped squad of soldiers. Two long and slender variable-geometry S-foils run the length of the ship on the port and starboard sides, providing lift and maneuverability while in atmosphere. At the aft of the ship, four Incom 4J.7 fusial thrust engines mounted in outboard nacelles have more than enough power for getting in and out of hot landing zones.

The laser cannons on U-wings give these ships a powerful punch and good versatility for both shooting their way in and out of landing zones and supplying air support to ground troops. U-wings are lightly armored, as they rely more on speed and maneuverability for survival than on bulky armor, but their high-output shield generator provides very good protection against small arms and light anti-aircraft ordnance. Troops are loaded and deployed via port and starboard sliding doors, each with a dedicated door gunner using a hard-mounted weapon to give cover. Rebels have liberated a handful of these extremely useful ships from a sympathetic arms dealer and have been using them to wonderful effect ever since.

USING THIS VEHICLE

The U-wing is an adept transport, able to carry small numbers of troopers into hostile territory. It can deploy them in secret and await retrieval, or in more active battlefields, remain on-station to provide heavy weapon support. The U-wing's armaments are enough for use against lighter armored vehicles and enemy starfighters, while its pintle-mounted blasters are best employed as close-in support against enemy troops.

The U-wing is not immune to ground fire. Its armor supplies minimum protection against anti-vehicle blasters and rockets. Fortunately, its shields and strong frame give the U-wing endurance in longer engagements. GMs can challenge PCs by including ground troops equipped with heavy weapons against them.

The ship is an adequate fighter for a small team of specialists. Its standard supplies are normally insufficient for long journeys, but the U-wing is large enough to carry supplemental stores to allow troops to operate in the field, or in space, longer than normal.

ADVENTURE AND ENCOUNTER SEEDS

- A PC's relative passes away mysteriously and bequeathes them a U-wing transport. The navicomputer holds records of trips to several remote systems. These routes could lead to treasure stores, Rebel cells, or even repositories of Jedi lore.
- A shipjacker contacts the PCs' Rebel cell, offering a half-dozen much-needed U-wings, but only if they help steal a Hutt's luxurious space yacht (see page 90). The yacht is being remodeled at a shadowport hidden inside an inactive volcano.

UT-60D U-WING TROOP TRANSPORT

4	4	+1	2	-	-	1	2
SILHOUETTE	SPEED	HANDLING	DEF. (PORT/STARBOARD/AFT)				ARMOR
							20
							18

Hull Type/Class: Troop Transport/UT-60D.

Manufacturer: Incom Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Close.

Ship's Complement: One pilot, one co-pilot, two door gunners.

Encumbrance Capacity: 25.

Passenger Capacity: 8 troops with full combat gear and their support equipment.

Consumables: Two weeks.

Price/Rarity: 65,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

The port and starboard hatches can each be fitted with one pintle-mounted weapon crewed by a door gunner—this mounted weapon's profile uses personal scale, not planetary scale: heavy ion blaster (Fire Arc All; Damage 13; Critical 5; Range [Medium]; Ion) or light repeating blaster (Fire Arc All; Damage 20; Critical 2; Range [Long]; Auto-fire, Pierce 1).



VT-49 DECIMATOR

A heavily armed transport and assault ship used primarily by the Imperial Navy, the VT-49 Decimator is a fearsome foe to smugglers and pirates who come under its guns. Though it is used principally by the Imperial Navy, this fast, wedge-winged attack ship has also been adopted by certain quasi-military arms of the Galactic Empire, from Imperial Customs to the dreaded Imperial Security Bureau. Some of the Empire's more secretive operatives, such as Inquisitors and the Emperor's Hands, conduct their covert operations from Decimators.

Used for long-range reconnaissance, picket duty, and ground and shipboard assaults, the VT-49 is a versatile vessel. It's fast in hyperspace, and its sublight speed is better than the average vessels of its size. The Decimator's powerful on-board sensors grant the ship reasonable forewarning of threats while serving on the perimeter of an Imperial flotilla. The ship is rather ungainly, but its impressive shields, hull, and armor allow it to barrel through most enemy formations. As it does, the VT-49 unleashes devastating firepower from its quad laser cannons and dual missile launchers.

Being placed in command of a VT-49 Decimator is considered a mark of distinction among the lower-ranking officers in the Imperial Officer Corps. Such officers see it as an opportunity to shine and prove that they are capable of commanding larger capital ships. Several of the newer Star Destroyer captains commanded a Decimator at some point during their service record.

USING THIS VEHICLE

Decimators are wrecking balls, best used to barrel through enemy fighters and freighters. Their high hull trauma and system strain thresholds give them durability that few other freighters or shuttles can match. Crews of VT-49s are skilled pilots and gunners, often with two to three ranks in skills appropriate to their shipboard roles.

Against enemy fighters, the VT-49 flies in close, blasting away with its accurate quad lasers at the most dangerous targets (such as those attempting to Gain the Advantage against the Decimator). Bold captains angle their shields to one facing to lure enemy fighters to attack the undefended side, opening themselves up to the Decimator's gunners. Against heavy starfighters, freighters, and gunships, the VT-49 alternates fire from its missile tubes, releasing a constant stream of ordnance to wear down and ultimately destroy its targets.

Against harder targets such as small warships, the VT-49 fires its missiles in pairs, then speeds away to come around for another pass after the launchers reload their ordnance.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are sent to rescue a prominent—and highly outspoken—celebrity and transport them to safety. Just as the PCs approach the celebrity, a VT-49 Decimator arrives transporting one of the Emperor's Hands who has been sent to end the troublesome subversive permanently.
- An operation against an Imperial installation has gone belly-up. The planned exfiltration transport for the PCs has been destroyed or is unable to rendezvous with them. Their only clear means of escape is a VT-49 that just landed, commanded by an elite SCAR (Special Commando Advanced Recon) stormtrooper team.

VT-49 DECIMATOR

4	3	-3	DEF. FIRE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 2	4
			WE. THRESHOLD	SS THRESHOLD
			30	20

Hull Type/Model: Assault Ship/VT-49 Decimator.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot/commander, one co-pilot/navigator, two gunners.

Encumbrance Capacity: 60.

Passenger Capacity: 6.

Consumables: One month.

Price/Rarity: 160,000 credits/6.

Customization Hard Points: 1.

Weapons: One dorsal and one ventral turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Limited Ammo 20, Linked 1, Slow-Firing 1).



T-65B X-WING MULTI-ROLE STARFIGHTER

Incom's T-65B X-wing is the Rebel Alliance's primary starfighter. A powerful, capable, easy-to-fly starfighter, the X-wing combines speed and hitting power into a potent package. This fighter was brought into the Alliance Fleet to replace the aging Koenigsr Y-wings and to provide more versatility in starfighter operations for Alliance commanders. Designed by Rebel sympathizers within Incom's fighter design bureau, the X-wing was acquired by the Rebellion in a daring raid on a lightly guarded Incom test facility orchestrated by Alliance Intelligence and Incom executives. The stolen blueprints were disseminated to numerous shipyards under Rebel control, and production started within weeks of the raid.

The X-wing is a true multi-role fighter, effective in missions from reconnaissance to attack to ship-to-ship dogfighting. With its four powerful engines and advanced avionics, the X-wing is more than a match for the Imperial TIE fighters, and its loadout of four linked laser cannons and proton torpedo launchers makes it a serious threat to gunboats and small capital ships. In large battles, the X-wing acts as an escort, keeping enemy fighters away from slower-moving attack fighters and bombers and protecting the precious Alliance capital ships.

Thus far, the X-wing has proven an exceptional asset to the Alliance. Thanks to its numerous high-profile victories in its short service and to the daring way it was acquired, the X-wing has quickly become a symbol of Rebel ingenuity, resilience, and fighting spirit.

USING THIS VEHICLE

With their multi-role capability, it is common to see X-wings in any encounter involving the Rebel Alliance. They can also be found among a few splintered, extremist factions of the Rebellion. When deployed, these starfighters launch devastating attacks against enemy starships. X-wings start their attacks at short range with proton torpedoes—unless a mission-critical target requires those torpedoes—before closing to finish off their targets with their formidable laser cannons. When flying more defensively, they harass enemy fighters and ward them off from the ships they are protecting, screening them with volley after volley of laser fire.

Thanks to its astromech's ability to handle minor repairs in-flight, the X-wing can speed across the combat zone with remarkable endurance. GMs may allow the astromech to perform a single maneuver that is not a Pilot Only maneuver following the pilot's turn.

ADVENTURE AND ENCOUNTER SEEDS

- Alliance command has assigned a squadron of X-wings to the PCs and needs the group to conduct a daring raid against a high-profile Imperial target. They must complete this mission without losses, and while being holo-recorded, to help convince a nearby system to support the Rebellion.



- An extremist faction that left the Alliance has been conducting raids with its X-wings against Imperial shipping, targeting military and civilian transports alike. Negotiators have failed to convince the extremists to cease their attacks, so Alliance Command has authorized a military operation against the faction.
- One of the Incom engineers who defected to the Alliance is a double agent and attempts to provide the Empire with the location of a secret X-wing factory. The PCs might be tasked with intercepting the message or simply caught in the ensuing attack during a routine visit to the factory.

T-65B "X-WING" MULTI-ROLE STARFIGHTER

3	5	+1	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FOIL/PORT/STARBARD/MT	ARMOR		SS THRESHOLD	MT THRESHOLD
				10		10	

Hull Type/Class: Starfighter/T-65B X-wing.

Manufacturer: Incom Corporation.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: None—astromech droid socket.

Sensor Range: Close.

Ship's Complement: One pilot, one astromech droid.

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 120,000 credits/5.

Customization Hard Points: 1.

Weapons: S-foil-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 6, Linked 1, Slow-Firing 1).

BTL-A4/BTL-S3 Y-WING ATTACK STARFIGHTER

The old and trusty Y-wing has served the Rebel Alliance since its inception. Initially classified as a space superiority fighter, and occasionally used in that role when other fighters are unavailable, the Y-wing is a dedicated medium attack fighter used to destroy ground targets, space stations, and capital ships. Heavily armored and armed with an array of laser cannons, ion cannons, and proton torpedoes, the Y-wing poses a serious threat to Imperial ships and infrastructure, despite its age and various drawbacks.

With the introduction of newer, faster ships, the Y-wing's popularity among Alliance pilots has waned in recent years. There are, however, a dedicated corps of attack pilots who prefer the slow and steady Y-wing, and this old fighter still sees a fair amount of combat, especially in older or poorer Rebel cells. In keeping with its role as an attack craft, the Y-wings is equipped with thick armor and heavy shields to protect it while it close with its target. With its powerful engine, sturdy protection, and heavy weapons loadout, the Y-wing is uniquely suited to a role that requires it to fight its way to the target under heavy fire, deliver its ordnance, and fight its way out again.

The Alliance uses two versions of the Y-wing: the A4 and S3. The former, a one-person fighter, is the most common in use by the Alliance. The S3 model is a two-position variant that seats a pilot and a rear gunner/sensor officer who takes on some of the work otherwise performed by the ship's astromech droid.

USING THIS VEHICLE

Y-wings are one of the Alliance's most common fighters. Almost any fighter engagement with Alliance forces is likely to have a few Y-wings involved. These heavy starfighters can take more punishment than similar craft, due to their higher-than-average hull trauma threshold and good armor.

BTL-A4s primarily use their laser cannons, only using the softer-hitting ion cannons for incapacitating targets or if the main lasers are knocked out. Proton torpedoes are employed against any serious threat, unless reserved specifically for a bombing target.

A BTL-S3 Y-Wing can make two attacks each round, thanks to the independent gunner on board. Typically, the pilot operates the Y-wing's laser cannons while the gunner fires the ship's ion cannon at nearby threats or launches the ship's torpedoes if the situation warrants.

ADVENTURE AND ENCOUNTER SEEDS

- A heavily defended Imperial scanning station located on a high mountain mesa must be destroyed to clear the spacelane for an Alliance fleet. As the fleet's newest members, the PCs must integrate into the tight-knit Y-wing squadron assigned to this dangerous mission. They have only weeks to train together, and casualties are expected to be high, which only adds to the stress.
- A collection of Y-wings is being sold at a military surplus auction, and the Alliance wants them for a new base. The PCs are asked to bid on (or steal) the fighters, but Imperial spies are watching the auction to detect Rebel buyers.

BTL-A4/BTL-S3 "Y-WING" ATTACK STARFIGHTER

3	4	+0	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STANDARD/AST.	INT. THRESHOLD		HULL THRESHOLD	
				12		10	

Hull Type/Class: Starfighter/BTL Y-wing.

Manufacturer: Koensayr Manufacturing.

Hyperdrive: Primary: Class 1, Backup: None.

Navicomputer: None—astromech droid socket.

Sensor Range: Close.

Ship's Complement: One pilot (and one gunner in BTL-S3).

Encumbrance Capacity: 10.

Passenger Capacity: 0.

Consumables: One week.

Price/Rarity: 80,000 credits/4.

Customization Hard Points: 1.

Weapons: Turret-mounted twin light ion cannon (Fire Arc Forward [Fire Arc All for S3 variant]; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).

Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 8, Linked 1, Slow-Firing 1).



Z-95-AF4 HEADHUNTER

Designed in a joint venture between Incom Corporation and Subpro Corporation during the early days of the Clone Wars, the tiny Z-95 was considered one of the most capable starfighters of its day. Small, lightly armored, and shielded, the Headhunter is a one-person, short-range fighter powered by an Incom 44-a5 multi-reactor.

The design has undergone several body configurations changes throughout its production. The original Z-95 had a more elongated frame and wider wingspan. In later models, including the Z-95-AF4, the frame is more compact while still maintaining the ship's familiar profile. The aerodynamic fuselage combined with an incredible thrust-to-weight ratio makes this fighter quite fast and agile. Initially classified as an interceptor and armed with wing-mounted triple blaster cannons, the Headhunter quickly proved itself a competent space superiority fighter.

It has gone through numerous redesigns, and today most sport twin laser cannons and concussion missile launchers. Headhunters are often retrofitted with basic hyperdrives, but due to the lack of space for an astromech socket, the fighter could only mount a limited-jump navicomputer. Owners can install these systems with aftermarket modification kits. Even then, the Z-95 only carries one day of consumables, making it a poor long-range craft.

Despite its age, the Z-95 is still a popular starfighter. Although it is outdated compared to modern fighters like Koensayr's Y-wing and Incom's brand new X-wing (which shares more than a passing resemblance to the Headhunter), sales of the little fighter are still brisk in the Outer Rim Territories.

USING THIS VEHICLE

The Headhunter is a better-than-average starfighter for escort duty and space superiority. It approaches its target quickly, launching a pair of missiles as soon as the target is within short range. If the target survives, the Z-95 closes and engage with its light laser cannons. After it destroys its target, the Headhunter moves on to a second with another missile strike. Due to its shields and higher hull trauma threshold, the Headhunter can outlast fighters such as the TIE/ln. It is common enough in pirate gangs, mercenary forces, Hutt enforcer fleets, and the Rebel Alliance fleets.

Z-95s often fly as minion groups. When a rival or nemesis pilots one, it should probably be modified with heavier weapons, shield systems, or hyperdrives.

Unless a Headhunter has had an aftermarket hyperdrive installed, a Z-95 needs a stationary base or carrier to operate from.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are at a Rebel base when it comes under attack by an Imperial warship. TIE fighters are incoming, and the base only has Z-95s to fight back with (none of which are equipped with hyperdrives). The PCs must hold off the TIEs long enough for the rest of the base to evacuate, then rendezvous and dock with one of the last evacuation ships to escape into hyperspace.
- The Alliance uncovers an Imperial propaganda operation. COMPNOR has painted a squadron of Z-95s with Alliance markings and is attacking civilian transports throughout the sector. These attacks must be stopped, and evidence must be found to exonerate local Alliance forces.

Z-95-AF4 HEADHUNTER

SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBORD/AFT	ARMOR
3	4	+1	1 - - 0	3
			HULL THRESHOLD	SHIELD THRESHOLD
			9	8

Hull Type/Class: Starfighter/Z-95-AF4 Headhunter.

Manufacturer: Incom/Subpro.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 8.

Passenger Capacity: 0.

Consumables: One day.

Price/Rarity: 55,000 credits/4.

Customization Hard Points: 2.

Weapons: Wingtip-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Linked 1, Slow-Firing 1).



ZETA-CLASS HEAVY CARGO SHUTTLE

The *Zeta*-class shuttle was designed as a short-haul heavy lifter capable of carrying large cargoes in its highly secure hold. It has a broad, flat, rectangular hull with a heavily armored, forward-mounted flight deck. Four long, angular S-foils are mounted port and starboard, two to a side, to give the heavy vessel additional lift and stability in atmosphere.

While ostensibly a non-combat vessel, the *Zeta* class is remarkably heavily armed and armored. A trio of hull-mounted medium lasers makes up the ship's primary armament. These are backed up by four fire-linked heavy lasers mounted in the forward pair of S-foils. The ship's armor is both thick and angled to deflect energy blasts, projectiles, and shrapnel. The powerful weapons loadout and sturdy armor more than make up for the shuttle's slow speed and poor handling, allowing good crews to shrug off or blast through most opposition.

The *Zeta*-class shuttle has a modular cargo hold that can be configured to carry a variety of cargo. The hold is shielded against scanners and separated from the ship's on-board networks—ideal for delicate or top-secret cargoes. This vessel also features a series of ventral-mounted clamps that can carry cargo containers. These containers can be dropped onto targets while the ship is still moving. Many supply or delivery missions are carried out simply by flying over the landing zone, slowing down to drop the containers, and then flying away to safety.

USING THIS VEHICLE

The *Zeta*-class shuttle can be encountered transporting valuable, sensitive cargo throughout the Empire. Its shielded containers make scanning any transported cargo extremely difficult; upgrading the difficulty of checks made to scan the shuttle's cargo twice.

The ship is a tough vehicle to bring down. Its heavy shields, hull, and thresholds allow the vehicle to take a lot of punishment and keep flying. These transports rarely operate without nearby fighter support and are frequently able to hold out long enough for TIE fighter reinforcements to arrive.

When pressed into service in combat operations, a *Zeta*-class shuttle can swoop in and rapidly deploy a cargo container filled with a platoon of stormtroopers and speeder-bike support. Imperial generals on the battlefield take advantage of this ability to rapidly deploy large numbers of troops to exploit weaknesses in Rebel formations.

ADVENTURE AND ENCOUNTER SEEDS

- A freelance infochant reports that a *Zeta*-class shuttle has been making frequent trips to a remote outpost on Jomark. The outpost holds no clear strategic value. Alliance Command (or a criminal underboss) wants to know what the *Zeta*-class shuttle is transporting and what's so important about the outpost.
- The PCs have an extremely lucrative opportunity to purloin certain cargo from a heavily defended Imperial facility. The regular traffic of *Zeta* shuttles provides an opportunity to enter the base, if the PCs can stow aboard or hijack one.

ZETA-CLASS HEAVY CARGO SHUTTLE

4	2	-3	DEF: 2	FOR: 2	PORT: 2	STARBOARD: 2	ARMOR
SILHOUETTE	SPEED	HANDLING	VT THRESHOLD				SS THRESHOLD
			35				20

Hull Type/Model: Cargo Shuttle/*Zeta*-class.
Manufacturer: Telgorn Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 750 (without passengers).
Passenger Capacity: 50 troops with full combat gear.
Consumables: Two weeks.
Price/Rarity: 95,000 credits (R)/7.
Customization Hard Points: 1.
Weapons: Forward-mounted medium laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 3).
 Wing-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 3).



IV FREIGHTERS

Designed to transport cargo across the galaxy, freighters underpin all of galactic commerce. Without freighters and their crews, there would be no large-scale interstellar trade. But where there are credits to be made transporting goods, there are even more credits to be made moving contraband or evading tariffs and duties. Freighters are the preferred ships of smugglers the galaxy over. The most popular freighters tend to be those that support extensive modification; it's difficult to say whether this is directly due to smugglers' desire for increased speed and better weapons, but it certainly is convenient for lawbreakers.

ACTION VI BULK TRANSPORT

The latest in the popular Action series of bulk transports, Corellian Engineering Corporation's Action VI is a prime example of what makes a transport. Heavy, slow, and ponderous, the hundred-meter-long Action VI has an angular, lightly armored hull with a tall, narrow cross section. It has two main cargo holds, one forward and one aft, equipped with sophisticated cargo-handling and security systems that can be configured to carry anything from massive sealed shipping containers and palletized cargo to livestock. The crew operate within a heavily reinforced, cylindrical hull pylon spanning the ship's dorsal ridge between the fore and aft cargo holds.

Stock Action VI transports carry no weapons, little armor, and only rudimentary shields. Corporate shipping concerns often deploy dedicated escort craft to protect their investments. Major shippers like Xizor Transport Systems often assemble large convoys of ten or more transports protected by a single corvette. Smaller companies might substitute a handful of hyperspace-capable fighters. Most independent captains cannot afford these arrangements, however, and instead rely on the fact that, like most of CEC's ships, these transports are highly customizable and thus easily fitted with defensive systems. Generally, mounting a few powerful, and visible, armaments can dissuade the average pirate.

Pirates and other organized criminals sometimes convert bulk transports into "interceptor frigates," adding heavy weapons to create ersatz capital ships capable of defeating some corvettes. While no match for a true warship, interceptor frigates often provide enough firepower to coerce civilian targets to surrender.

USING THIS VEHICLE

Interceptor frigates and other criminal modifications aside, the purpose of bulk transports is the simple movement of often-mundane goods across the galaxy. Major systems may see hundreds of such transports each day, while the busiest hubs could see that number hourly. All this volume means any one transport is unlikely to be noticed, let alone thoroughly checked, opening opportunities for characters to hide in plain sight.

As with most CEC ships, Action VIs can be heavily modified. This capability, combined with the ubiquitous nature of these transports, can make for a nasty surprise to would-be raiders. Action VIs make ideal Qek ships—decoy vessels featuring heavy armament concealed to look like normal cargo. Many pirates, surprised to see an easy target turn into one bristling with guns and missiles, have fallen prey to skilled merchant gunners keen on turning the tables.

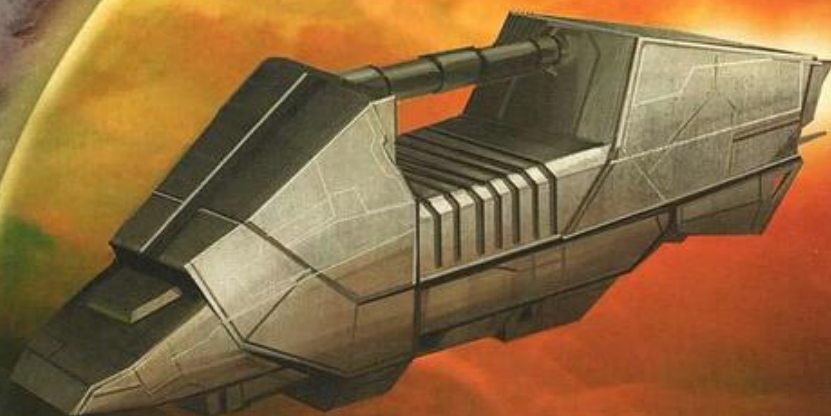
ADVENTURE AND ENCOUNTER SEEDS

- The PCs learn of a juicy target in the form of a lightly guarded Imperial supply convoy scheduled to move through a nearby realspace transfer corridor. If the PCs attack, they discover it's a trap! The seemingly defenseless Action VI transports blow open their cargo holds to reveal quad laser cannons and concussion missile launchers, turning the raid into a fight to survive.
- During a high-stakes game of chance, a PC gains the rights to profit from cargo aboard several bulk transports. Bound for a lucrative yet dangerous Outer Rim port, the PCs must ensure the convoy's safety if they hope to receive a payout.

ACTION VI BULK TRANSPORT

5	2	-3	2	1	1	1	2
SILHOUETTE	SPEED	HANDLING	DEF. TURRET/PORT/STARBOARD/AFT	ANT. THRESHOLD			SS THRESHOLD
				40			20

Hull Type/Class: Transport/Action VI.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 20.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: 20 crew.
Encumbrance Capacity: 10,000.
Passenger Capacity: 5.
Consumables: Three months.
Price/Rarity: 200,000 credits/5.
Customization Hard Points: 4.
Weapons: None.



ARK ANGEL

An unorthodox vessel for a rogue archaeologist, the *Ark Angel* serves as Doctor Chelli Lona Aphra's personal starship. Its space frame is based on a Clone Wars-era *Bellicose*-class heavy lifter from Hoersch-Kessel. Though the craft was originally designed to deploy assault droids from orbit, its powerful engines now lift entire vaults from the depths of ancient ruins, allowing Aphra to safely plunder their contents elsewhere.

Aphra's misadventures have earned her several enemies, from criminals and Rebels to the Empire itself. Several close calls have heavily damaged the *Ark Angel*, necessitating the replacement of major systems and entire sections. The original hull is nearly unrecognizable, rebuilt with a chimeric mix of components from Kuat Systems Engineering, MandalMotors, and the exotic Hapes Consortium. This makes the *Ark Angel* a truly unique starship.

In addition, Aphra has customized the *Ark Angel* to serve as her mobile workshop and archaeology lab. Most of the ship's internal space is dedicated to these purposes. Precision tools and several original texts "borrowed" from prestigious universities help Aphra reactivate ancient technology. Hoersch-Kessel computer systems, already designed to interface with a variety of droids, furnish the processing power needed to safely reprogram sophisticated droids.

An eternal pessimist, Aphra has also upgraded the defensive systems. While the most visible upgrades are the refurbished Mandalorian Crusader-era laser turrets, Aphra has reinforced the lifter's shields and armor as well. The ship's *Bellicose*-class power plant supplies all the energy needed by these enhanced systems.

USING THIS VEHICLE

The *Ark Angel* is primarily a highly capable armed transport. Despite its weapons, its crew rarely have anything to gain in a protracted fight. They usually flee combat at the ship's best speed, which, despite unwieldy handling, is surprisingly fast.

Aphra's continual exploits mean the *Ark Angel* can serve as a literal delivery mechanism for introducing all manner of adventures and calamities. The *Ark Angel* hosts the assassin droids O-O-0 and BT-1, as well as the Wookiee bounty hunter Black Krrsantan. The ship has also transported many well-known individuals, from Darth Vader to the heroes of the Rebellion and various scoundrels in between.

The crude but effective lifting power of this heavy lifter provides for surprising possibilities. PCs mere hours behind Aphra on the hunt for ancient artifacts may arrive to see an entire structure hauled off under the *Ark Angel*.

ADVENTURE AND ENCOUNTER SEEDS

- Archaeologically inclined PCs encounter Doctor Aphra standing over several dead "partners" while exploring ancient ruins. Aphra notes the PCs' knowledge and skill before inviting them to join



the crew of the *Ark Angel*, suggesting they combine efforts to track down a lost holocron. Aphra has no intention of sharing the loot, however, and plans to betray the group at the last minute.

- The PCs learn of a sizeable bounty on the crew of a ship matching the *Ark Angel*'s description. The posting fails to inform them that their quarry is the rogue archaeologist and her deadly crew. Or is this a case of mistaken identity?

ARK ANGEL

SILHOUETTE	SPEED	HANDLING	DEFENSE/PORT/STARBORD/MT	ARMOR
5	3	-3	2 1 1 2	3
			36	30

Hull Type/Class: Heavy Duty Lifter/*Bellicose*-class.

Manufacturer: Hoersch-Kessel Drive, Inc.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: One pilot, one co-pilot, one engineer, four gunners.

Encumbrance Capacity: 250.

Passenger Capacity: 5.

Consumables: Three months.

Price/Rarity: 525,000 credits (R)/10.

Customization Hard Points: 4 (0 remaining).

Weapons: Two port and two starboard turret-mounted twin heavy laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).

Forward-mounted twin concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Limited Ammo 8, Linked 1).

ADDITIONAL RULES

Archaeological Tech Bay: Characters using this facility downgrade the difficulty of Computers or Mechanics checks related to ancient technology once.



AUORE-CLASS FREIGHTER

Although it is a mass-marketed freighter, the YV-865 is best known for its association with the Zygerrian Slave Empire. Having used the transport with regularity, the Zygerrians purchased a standard modification, known as the *Aureore* class, that features a bank of grappling turrets designed to fire from the rear bay doors. Originally designed for search-and-rescue operations, the turrets rapidly became integrated into the Zygerrians' slaving tactics. Thalassian slavers followed suit, purchasing the *Aureore*-class ships in a more piecemeal manner. The Corellian Engineering Corporation's willingness to look the other way regarding slaving served as a black mark on the entire YV series, contributing to poor sales throughout the entire line. The YV series would not be redeemed until the success of the YV-969 years later.

Desperate to move on to newer models after the "marketing debacle," CEC liquidated its remaining stock of YV-865s at bargain prices. Looking for a proven, reliable transport for its remote operations, the Mining Guild purchased hundreds of these freighters. While the ship's armor plating leaves much to be desired, its blocky construction makes for a resilient, easily repaired vessel. The easy maintenance and spacious cargo hold have proven immensely popular with guild miners.

Mining operations are hazardous affairs. Guild miners quickly put the grappling turrets to use as important safety mechanisms. Prospectors have taken to hooking onto the lines during spacewalks, and the lines are even strong enough to anchor the freighter during zero-g asteroid mining. Finally, the quick reaction of a grappling gunner can save the life of a miner floating off into deep space or falling into the crush zone of a gas giant.

USING THIS VEHICLE

When the *Aureore* is used as a slaving ship, its aft-mounted grappling turrets can ensnare targets at long range. Shots at this distance are difficult, and both the *Aureore* and the target may be moving, so most slavers fly closer to make the shot easier. This leaves the ship a sitting duck for anti-vehicle weapons, requiring escort ships to protect against fighters and ground fire. GMs looking for suitable escorts should consider the *Scyk* (page 55) for a lower-end threat, or the *Kimo-gila* (page 52) at the higher end—both are suitably underworld-themed fighters.

While the YV-865's structure is quite resilient, its lack of heavy armor means weapons fire tends to damage the underlying hull, requiring lengthy repairs. Time is money for the profit-oriented Mining Guild; thus its pilots are trained to flee from serious threats.

ADVENTURE AND ENCOUNTER SEEDS

- Shortly after arriving at their next destination, the PCs are hit with a surprise attack by Zygerrian slavers. While the Zygerrians do not stay for long, they capture dozens of sentients in the chaos. It becomes quickly apparent the PCs' contact is among those taken as the raiding party's *Aureore* freighters break atmosphere.
- PCs entering an asteroid field encounter a Mining Guild *Aureore* extracting minerals. Mistaking the PCs for pirates who have been harassing their operation, the *Aureore*'s four trigger-happy TIE/mg escorts (page 65) open fire unprovoked. Soon after, the real pirates appear to take advantage of the chaos.

AUORE-CLASS FREIGHTER

5	2	-3	2	2	2	1	2
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORTS/STANDARD/AFT	HT THRESHOLD			ARMOR
				50			36

Hull Type/Class: Freighter/YV-865 *Aureore*-class.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, optional co-pilot, one engineer, one comms/sensor operator, two loadmasters, four gunners.

Encumbrance Capacity: 800.

Passenger Capacity: 15 passengers and 100 prisoners.

Consumables: Two months.

Price/Rarity: 240,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Aft-mounted grappling turrets—this weapon's entire profile uses personal scale, not planetary scale (Fire Arc Aft; Damage 1; Critical 4; Range [Long]; Ensnare 4 [ensnared victims are reeled into the cargo bay after four combat rounds], Slow-Firing 2).

BARLOZ-CLASS MEDIUM FREIGHTER

One of the most popular freighters produced in the decades prior to the Clone Wars, the *Barloz*-class is a basic, no-frills cargo transport that still sees use in many parts of the galaxy. Designated as a medium freighter while still in production, the *Barloz*-class was the predecessor of Corellian Engineering Corporation's YT-series light freighters, introducing many of the features that would make the YT-series so successful.

While the *Barloz*-class offered competitive features for its time, CEC marketing executives feared the blocky design would not stand out. Designers replaced the original pointed flight deck design with what would become CEC's iconic high-visibility cockpit. Marketing latched onto the design, featuring it heavily in promotional material. Dealerships even received cockpit mockups so prospective buyers could take holopics of themselves behind the controls.

Though it is not particularly maneuverable and is poorly armed, the *Barloz*-class has decent cargo capacity, reliable engines, and a durable hull. Pilots have found it relatively customizable, which has sustained the venerable freighter's continued use by smugglers and free traders running throughout the Mid Rim and the Outer Rim Territories. These features also make it appealing to anyone who wants to stay under the radar while traveling on the fringes of society.

Although eclipsed in the commercial market by later YT- and YV-series offerings, the *Barloz*-class has seen a resurgence in use in planetary defense forces. Planetary security forces use the *Barloz* as a military transport or long-range refueling ship, though it has prohibitive maintenance requirements and often needs fighter escort.

USING THIS VEHICLE

The aging *Barloz* class can lay claim to the dubious honor of being one of the cheapest freighters available, and should be an option for many starting PC groups. At the cost of aft-facing firepower, the *Barloz* supplies a larger hold, faster engines, and a backup hyperdrive. Perhaps more importantly, the *Barloz* is merely an old ship rather than an antique, helping Force-sensitive characters evade Imperial detection.

For GMs, the *Barloz* class's rather lackluster profile makes it an excellent go-to freighter when the narrative calls for a simple cargo ship. Whereas a more advanced model might derail an adventure by tempting the PCs to seize or loot the vessel—and possibly ignore story hooks in the process—a humble *Barloz* is unlikely to have such an effect.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs detect a *Barloz*-class with failing systems adrift in an asteroid field. What initially looks like a ship picked clean by scavengers turns out to be a smuggling ship stripped of all "excess" parts, including safety equipment. The pilot has sustained severe injuries, while the ship is completely packed with spice.
- The elderly former owner of the party's freighter tracks the group to its next port of call. After regaling the PCs, whether they want it or not, with many tales of adventure in the ship, the old captain asks to take the ship out for one last flight—but attempts to abscond with the vessel.

BARLOZ-CLASS MEDIUM FREIGHTER

4	3	-2	DEF. FIRE/PORT/STARBORD/INT	ARMOR
1	-	-	1	2
SILHOUETTE	SPEED	HANDLING	MT THRESHOLD	ST THRESHOLD
			26	12

Hull Type/Class: Freighter/*Barloz*-class.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/navigator.

Encumbrance Capacity: 170.

Passenger Capacity: 4.

Consumables: Two months.

Price/Rarity: 70,000 credits/5.

Customization Hard Points: 4.

Weapons: Dorsal-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).





CEC DEEP SPACE RECOVERY VESSEL L-2783

Trouble often strikes starships far from civilized space. Enter the L-2783, capable of moving to a remote site to repair, recover, or salvage a damaged starship. Based on a bulk cargo ship, the L-2783 has a cavernous cargo hold of the size that can carry ships, and debris, up to the size of an old-style cruiser. The hold is partitioned by enormous force fields for safety. The ship's powerful tractor beams pull in ships or wreckage as needed and can tow smaller craft at sublight speeds.

A small fleet of twin-seated scavenger pods operate from an aft-facing hangar bay. Armed with plasma cutters and clamps, the pods retrieve smaller objects and deposit them into the L-2783's pair of large dorsal holds. An array of repair shops and supply vaults allow the ship to make repairs to other vessels when needed. A regular crew might number over a hundred, though the L-2783 can operate with a skeleton crew of twenty-five.

Over the years, many scavengers have converted L-2783s into full-time salvage craft, turning a profit by breaking wrecks new and old. Some Outer Rim crime lords and mercenary groups have refitted these vessels as small carriers, installing substantial upgrades to weaponry and shielding. Pirates occasionally use L-2783s to waylay and abscond with entire freighters, using the pods as makeshift assault craft, though they are easy targets for warships. A few true entrepreneurs use L-2783s as massive mobile service centers, jumping to remote outposts regularly, often while conducting in-flight repairs.

USING THIS VEHICLE

Due to its price, PCs are more likely to encounter the L-2783 as customers than as owners. Operating a recovery vessel is not cheap, and GMs should feel confident in having NPCs demand payment for their services. This can help keep the players hungry for credits.

Still, the unique capabilities of the ship make it a potential goal for technically focused characters. The acquisition of an L-2783 can serve as the basis of a series of adventures, with perhaps finally controlling one marking the midpoint of a campaign. With a few upgrades to its standard repair shops, an L-2783 can machine all but the most complex parts, and with enough raw materials, technicians, and time, it could support even the outright construction of new vessels. This would put the PCs in control of a strategic asset, offering new opportunities, and threats, for wide-reaching adventures.

ADVENTURE AND ENCOUNTER SEEDS

- A daring Rebel commander has assembled a large force of starfighters and corvettes into a flotilla centered on an L-2783. She intends to launch a long-range raid deep into the Empire's forbidden Deep Core. Emphasizing the strategic damage they could inflict, she invites the PCs to join her.
- With their ship heavily damaged in deep space, all seems lost for the PCs. With minutes of life support remaining, an L-2783 commanded by an unscrupulous entrepreneur offers rescue—at a price.

CORELLIAN ENGINEERING CORPORATION DEEP SPACE RECOVERY VESSEL L-2783

5	2	-4	2	1	1	1	4
SILHOUETTE	SPEED	HANDLING	DEF. ARC	DEF. PORT	DEF. STARBOARD	DEF. AFT	ARMOR
			55				35

Hull Type/Class: Bulk Cruiser/L-2783.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 4, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 100 officers and enlisted crew.

Vehicle Complement: 50 maintenance/scavenger pods, 4 cargo shuttles.

Encumbrance Capacity: 5,000.

Passenger Capacity: 100.

Consumables: One year.

Price/Rarity: 6,500,000 credits/6.

Customization Hard Points: 7.

Weapons: Dorsal turret-mounted light turbolaser (Fire Arc Dorsal; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

One port and one starboard turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

Ventral-mounted heavy tractor beam (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6).



ETA-CLASS SUPPLY BARGE

The Empire rewarded the Telgorn Corporation with a major Imperial Navy contract for logistics modernization after Telgorn's presentation of the *Eta*-Class supply barge and *Zeta*-class shuttle as a complete system of logistics vessels. The Imperial Navy's Logistics Division employs the *Eta*-class for strategic spacelift between logistics bases, while the *Zeta*-class shuttle provides tactical delivery to the front line. A key feature of this system is the commonality of containers between both platforms, allowing cargo to be sealed and certified at its point of origin and unlocked only at its destination even though it may change vessels many times en route. Introduced during the final months of the first Death Star's construction, the *Eta* class transported secret cargo along that project's covert supply lines.

As befits its role in the Imperial logistics chain, the *Eta* class boasts highly reliable systems, good shields, and significant cargo capacity at the expense of speed and offensive capabilities. The barge mounts racks on both its dorsal and ventral sides, holding twenty and forty-five containers, respectively. While Telgorn included mountings suitable for turrets fore and aft of the container racks, the Imperial Navy chose to operate *Eta*-class vessels without turrets, relying on dedicated escorts to engage threats. This is due largely to research originating from the Prefsbelt Academy, and highly debated among naval theorists, that found that crews of armed transports, such as the Imperial *Gozanti*, often needlessly endanger their cargo in an attempt to up their kill counts.

USING THIS VEHICLE

As the *Eta* class is an unarmed Imperial supply barge and likely target of PC attacks, GMs can look to Imperial doctrine to inform encounter design. Such doctrine mandates a hyperspace-capable escort force for *Eta*-class convoys. Although the exact vessel is not stipulated, the escort should be faster than the protected craft, mount a mix of weapons, and ideally carry starfighters. This makes the *Arquitens* (page 106), *Raider* (page 123), and *Gozanti*-class (page 115) vessels common escorts.

Doctrine, however, is seldom fully practiced. The textbook recommendation is at least one escort per eight barges, but PCs with intimate knowledge of the Imperial Navy know that number is often stretched in the Outer Rim.

ADVENTURE AND ENCOUNTER SEEDS

- With Imperial garrisons stretched thinly in the sector, the PCs learn of an opportunity to capture an entire convoy of supply barges transiting the Akkadese Maelstrom. However, Imperial reinforcements arrive soon after the capture, prompting a harrowing chase through the twisting clouds and carbonbergs of the Maelstrom.
- Analysis of resupply routes provides the PCs with an opportunity to infiltrate a high-security Imperial installation. Containers bound for the facility are loaded and prescreened at a low-security logistics base several jumps away, giving the PCs an opportunity to stow away undetected.

ETA-CLASS SUPPLY BARGE

SILHOUETTE	SPEED	HANDLING	QUE. FORE / PORT / STARBOARD / AFT	ARMOR
6	2	-3	2 1 1 2	2
			HT THRESHOLD	ST THRESHOLD
			35	28

Hull Type/Class: Supply Barge/*Eta*-class.

Manufacturer: Telgorn Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, one co-pilot, one loadmaster.

Encumbrance Capacity: 12,000.

Passenger Capacity: 2.

Consumables: Three weeks.

Price/Rarity: 750,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: None.



GHTROC 720 LIGHT FREIGHTER

An ambitious, but ultimately failed attempt to compete with CEC's YT-series, Ghtroc Industries wagered heavily on the 720 freighter. Ghtroc Industries, which became defunct after the commercial failure of its Cargo Empress super freighters, was a respected starship manufacturer headquartered on Clak'dor. Seeking to corner the light freighter market in the Outer Rim, Ghtroc offered a tough ship for fringers and independent captains.

Blocky in design, the freighter's two main cargo holds take up the majority of the port and starboard midships space. The ship's matched banks of GI/80.b Overthruster ion engines are housed in heavily armored nacelles flanking the bridge instead of occupying the conventional rear mounting. With its angled, aft-mounted escape pods, this armored freighter has a rather tortoise-like appearance.

While the 720 is a solid ship by most performance metrics, some elements of Bith design can turn off buyers. Its display markings, designed by fine-eyed Bith engineers, are small and difficult for other species to read. Crew berths are uncomfortable for most beings, while system alerts each have a unique alarm some find irritating. The crew lounge sound system, however, is of outstanding quality.

Although it is heavily armored, the 720 is lightly armed. Equipped with a single turret-mounted twin light laser cannon, the 720 has weak armament considered the most glaring deficiency in an otherwise well-constructed ship. Like most light freighters, the 720 was designed with modification in mind, and few stock examples are still in operation today. Though it has never been as popular as Ghtroc hoped, this ship has a small but passionate following among free traders and smugglers in the Outer Rim.

USING THIS VEHICLE

PC owners of a Ghtroc 720 have perhaps made a deliberate choice to value protection over finesse. By adding heavy weapons and reinforcing the ship's already considerable armor, they could double down on this clumsy yet durable craft able to endure incredible punishment. Worthy of the term "Pocket *Gozanti*," such a craft would be highly suitable for groups seeking to make a profit delivering high-value goods across the most dangerous reaches of the galaxy.

GMs can also use the presence of Ghtroc 720s to signal the differences between the Core Worlds and the Outer Rim. By pointing out how PCs see fewer CEC ships compared to Ghtrocs and other makes, GMs can subtly reinforce the feeling of the frontier as PCs move further Rimward.

ADVENTURE AND ENCOUNTER SEEDS

- PCs looking to buy a starship meet a Falleen mechanic with an incredible offer on a used Ghtroc 720. Although the ship passes an initial inspection, should the PCs buy it, they soon discover several disguised problems, while returning to the junkyard reveals the mechanic has skipped the planet.
- A drunken ship captain mocks the PCs over their choice of ship manufacturer. Should the PCs fly a Ghtroc, the captain is an ardent CEC supporter, and if they fly anything else, he is a Ghtroc fanatic. If the PCs defend their ship, the captain challenges them to a treacherous race through the system's asteroid belt.

GHTROC 720 LIGHT FREIGHTER

SILHOUETTE	SPEED	HANDLING	CEC TURRET / PORT / STARBOARD / AFT	ARMOR
4	3	-2	1 - - 1	5
			HIT THRESHOLD	SS THRESHOLD
			28	15

Hull Type/Class: Freighter/720.
Manufacturer: Ghtroc Industries.
Hyperdrive: Primary: Class 2, Backup: Class 15.
Navicomputer: Yes.
Sensors: Medium.
Ship's Complement: One pilot, one co-pilot.
Encumbrance Capacity: 200.
Passenger Capacity: 10.
Consumables: Two months.
Price/Rarity: 112,000 credits/8.
Customization Hard Points: 4.
Weapons: Dorsal turret-mounted twin light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).



GR-75 MEDIUM TRANSPORT

Inexpensive and reliable, Gallofree Yards' GR-75 medium transport is one of the most common bulk freighters in the spacelanes. Used the galaxy over by both military and commercial concerns as a heavy lifter and long-haul transport, the GR-75 has a unique hull design consisting of a central spar or keel, which holds the ship's reactor core and mounts a vast network of automated cargo racks easily adaptable to carry containerized cargo of any size.

The cargo containers are locked into place with heavy magnetic shields that keep them secure and protect them from the dangerous environment of deep space. Livestock and even passengers can be transported in specialized, ray-shielded pods. The entire rack assembly is connected to a heavily armored durasteel clamshell containing the ship's engines. As most of the ship's space is given over to its cargo, the crew has just a cramped command pod perched along the spine.

Gallofree Yards' stock GR-75s have no weapon systems. Many civilian operators, looking for an upgrade from the weaponless GR-45 transport, forego after-market weapons modifications, relying instead on convoy escorts and security force patrols. Military or paramilitary forces sometimes employ the GR-75 as an underway replenishment or evacuation ship and add a weapons array for point defense. Latching on to a new space in the market, Gallofree offered a subsidized upgrade program called the GR-75 combat retrofit. Although they require lengthy time in dry dock, these retrofits allow up to four turrets to be installed—more than the stock power grid can accommodate. While Kuat Drive Yards discontinued this subsidy program after taking over a bankrupt Gallofree, the retrofit is simple for a major shipyard to conduct.

USING THIS VEHICLE

The GR-75 is optimized for transport, not combat. GMs can use this vulnerability to inform encounter design. The ship's ventral side presents at least two options to raiding PCs. Unlike the ship's heavy dorsal armor, the cargo pods and their magnetic containment field offer little protection against direct attacks on the ship's internal systems. More covert PCs could pass through the magnetic field to sabotage or detach individual containers, or they might disrupt the field to release the entire load.

Even militarized GR-75s are too fragile for frontline engagements; standard doctrine is to hold the GR-75s in a rear area during combat. As the Rebels have insufficient screening ships, GR-75s with combat retrofits commonly go with their fleet into battle to draw fire, much to the dismay of the GR-75 captains. PCs could be assigned to one such GR-75, essentially given a suicide mission, or perhaps they could make it their task to protect these far-outclassed ships from superior Imperial firepower.



ADVENTURE AND ENCOUNTER SEEDS

- The Rebellion assembles an emergency convoy of GR-75s to evacuate personnel and equipment. The Empire tightens the noose by cordoning off several adjacent systems. One route remains, but it requires a realspace transit through a thick nebula, providing the perfect cover for Imperial convoy raiders.
- The PCs hear about a Twin Suns Transport Services convoy that lost a GR-75 while traversing the Bakisian Drift. Lucrative salvage awaits those who can navigate the electrical anomaly—and avoid hostile scavengers—to recover this lost cargo.

GR-75 MEDIUM TRANSPORT

5	3	-3	1	1	1	1	3
SILHOUETTE	SPEED	HANDLING	GUN TURRET (PORT/STANDBOARD/AFT)				ARMOR
			HT THRESHOLD				SS THRESHOLD
			20				18

Hull Type/Class: Transport/GR-75.

Manufacturer: Gallofree Yards, Inc.

Hyperdrive: Primary: Class 4, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot, one co-pilot, one engineer, one cargo master, three crew.

Encumbrance Capacity: 1,000.

Passenger Capacity: None (100 or more with pods).

Consumables: Six months.

Price/Rarity: 180,000 credits/4.

Customization Hard Points: 2.

Weapons: None.



USING THIS VEHICLE

While many PC groups start with—or shortly acquire—a starship for the group's use, GMs should remember that owning a ship is out of reach for most beings. Average people must rely on commercial star buses and spaceliners. This simple economic fact can provide narrative opportunities.



For example, instead of following an adversary's easily identifiable ship, PCs might have to trail an individual from system to system aboard a series of nearly identical star buses. Keeping track of their quarry among hundreds of passengers could prove a much tougher challenge.

ADVENTURE AND ENCOUNTER SEEDS

- While on a routine commuter hop to their destination, the PCs are caught in a hijacking perpetrated by the Partisans. With the hijackers demands unlikely to be met by Imperials unwilling to negotiate with terrorists, it falls to the PCs to resolve the situation. The catch? Their weapons are securely stowed in the cargo hold below.
- Sources in the Rebel Alliance inform the PCs that a commando team has spotted a crashed GX1 in Republic livery high in the icy mountains of Naator. Records suggest that the craft may be the *Intrepid Heart*, the lost personal transport of a Jedi Master on a mission to recover Sith artifacts.

GX1 SHORT HAULER

Originally designed by Lantillian Shipwrights as an affordable yet luxurious pleasure craft, the GX1 has remained a staple of the spacelanes despite an ever-shifting market. Lead engineer Shil Tervo first envisioned the vessel as an entry-level yacht aimed at retirees. The GX1 struggled in this niche, prompting the manufacturer to rebrand the vessel as a general transport. This ship most notably competed with CEC's *Consular*-class cruiser for use by the Republic's diplomatic services. Much like the *Consular*, many GX1s were converted from diplomatic envoys to military transports as a stopgap in the early days of the Clone Wars.

With the defeat of the Separatists and rise of the Empire, an expanding Imperial Navy had little need for GX1s. Most were quickly sold through the galaxy's auction houses, primarily to spaceliner companies and freelance cargo shippers. GX1s' solid engineering and reliability mean they are easily converted into excellent short haulers by removing most of the guest rooms to make way for more cargo holds or economy passenger compartments—the latter known as a "starbus" configuration. Although these converted GX1s are by no means as comfortable as the original pleasure craft, thousands of travelers and traders rely on these cheap interstellar transports each day.

Taking advantage of the GX1's customizability and reputation as a civilian vessel, some of these haulers have been converted into medical life flight transports. Designed to ferry patients coreward from remote treatment centers to more sophisticated hospitals, these haulers are far more affordable to local governments than larger medical frigates.

GX1 SHORT HAULER

4	2	-2	1	-	-	1	2
SILHOUETTE	SPEED	HANDLING	DEF. TURRET/PORT/STARBOARD/AFT				ARMOR
			FT TURRET/SHIELD				SS TURRET/SHIELD
			24				15

Hull Type/Class: Freighter/GX1 Short Hauler.
Manufacturer: Lantillian Shipwrights.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/engineer, two stewards/cargo hands.
Encumbrance Capacity: 200 (100 in starbus configuration).
Passenger Capacity: 6 (24 in starbus configuration).
Consumables: One month.
Price/Rarity: 85,000 credits/5.
Customization Hard Points: 5.
Weapons: Dorsal turret-mounted heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]).



HWK-290 LIGHT FREIGHTER

Designed decades before the Battle of Naboo, the HWK-290 light freighter was Corellian Engineering Corporation's first attempt to break into the rapidly expanding "executive light freighter" market. Unlike the relatively efficient YT-series, which was marketed toward smaller-profile traders and tramp freighter operators, the HWK-290 targeted wealthy, high-profile clientele at the top levels of powerful interstellar shipping conglomerates and planetary governments. While it enjoyed modest success and was highly praised for its performance and ease of operation, the HWK-290 never reached the sales numbers of the more popular YT-series. The entire line was discontinued during the Clone Wars to free production lines for military use.

It is a handsome vessel with a lean, angular hull and narrow, deeply tinted viewports that make it look fast and aggressive, even when parked in a hangar. Although the freighter was not designed to carry much cargo, it still has a respectable lift capacity for a vessel of its size, suiting it well for courier work and for transporting small, valuable cargoes. With a paltry passenger capacity, the craft is less ideal for transporting sentients, but at least one HWK-290 is in use by the Rebellion for inserting and retrieving special operatives. The HWK-290 has light armor and was originally designed with no weapon systems, relying instead on raw speed and maneuverability for protection. Of course, being a CEC product, it is highly modular; most HWKs still plying the spacelanes are extensively modified.

USING THIS VEHICLE

Quick and with a small carrying capacity, this ship serves best as a courier. GMs should remember information is a commodity. Freelance PCs could use the agile HWK-290 to deliver data too sensitive for even encrypted transmissions. Conversely, it may take a carefully plotted ambush for Rebel PCs to capture top secret Imperial files moved by an unmarked HWK-290.

The HWK-290 also makes for an excellent heavy starfighter once weapons are added. Mounting heavy laser cannons and proton torpedoes results in a craft competitive with many designs but also dramatically more expensive. Some units use it as a command fighter. With a pilot plus three seats, the craft fits a commander and a small staff. Although the ship is a rarity among the Alliance Starfighter Corps, if the PCs can supply the craft and the upgrades, command would have no reason to decline permission to use one.

ADVENTURE AND ENCOUNTER SEEDS

- When the PCs finally arrive at the location of an item they have been seeking, they discover someone else got there mere minutes before! Following their trail turns into a high-speed starship chase after the Gank operative jumps into a waiting HWK-290 getaway craft.
- The PCs' employer provides them with the use of two HWK-290s with souped-up engines to recover a dead-dropped data cache from the depths of Coruscant. Once the package is secured, Black Sun *StarVipers* (page 58) begin chasing the PCs, keen to recover—or destroy—the package.

HWK-290 LIGHT FREIGHTER

SILHOUETTE	SPEED	HANDLING	DEF. (FRONT/PORT/STARBOARD/AFT)	ARMOR
3	4	+1	1 - - 1	2
			WT THRESHOLD	SS THRESHOLD
			18	18

Hull Type/Class: Freighter/HWK-290.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 75.

Passenger Capacity: 2.

Consumables: Three months.

Price/Rarity: 70,000 credits/7.

Customization Hard Points: 5.

Weapons: None.



JUMPMASER 5000

Corellian Engineering's JumpMaster long-range scout is a small vessel designed for autonomous exploration and reconnaissance. Relatively fast and agile, the JumpMaster has a flat, roughly crescent-shaped hull packed with powerful and sensitive sensor systems. An off-set cylindrical pod found to starboard of the ship's centerline houses the cockpit, the pilot's small quarters, and the ship's power generators and drive system. Lightly armored and carrying only a light laser cannon as armament, the JumpMaster relies on its speed and sensors to avoid trouble.

JumpMasters were used primarily by the galaxy's Civilian Astrogation Corps, a loose group of explorers and astrogators responsible for keeping hyperspace navigational data current. Such tasks are now centrally managed under the New Order, and information is compartmentalized within various units of the Imperial Survey Corps. The ISC offered these explorers military commissions in the early days of the Empire. Most rejected the offer, which stipulated all data on the Unknown Regions be considered state secrets. Instead, these free spirits, along with their JumpMasters, are now most often seen mapping the fringes of Wild Space.

Thanks to their powerful sensor suite, JumpMasters also serve in many planetary militaries as early warning patrol craft within star systems. These sensors can detect and track unidentified craft, coordinating an intercept by fighters or other patrol boats. Another military role for these craft is that of spotter. While modern capital ships are equipped with long-range sensors, legacy ships such as the *Dreadnought* (page 113) have weapons that outrange their dated sensors. A JumpMaster relaying targeting data can allow these other ships to serve a nasty surprise.

USING THIS VEHICLE

Essentially a two-seater, the JumpMaster is ill fitted to the average group of PCs. However, the ship's extreme sensors may fit with certain specialties. Although the JumpMaster's cockpit is not as glamorous as the bridge of a Star Destroyer, the ship's agility and sensors make it an excellent light command craft. Those same active sensors provide a capable jamming platform. Two specialist PCs aboard the JumpMaster providing support could free the rest of the group to pilot or crew more combat capable starships.

GMs can also use sensors to dramatic effect in designing encounters. A JumpMaster jamming sensors and communications makes for a priority target, forcing the PCs to consider ignoring the enemy's fighter escort. JumpMaster encounters needn't be space combat. Perhaps an intuitive pilot PC must fly through a dense nebula, one so thick they must rely on instructions from a scout instead of their own eyes.

ADVENTURE AND ENCOUNTER SEEDS

- A mysterious slicer is hijacking Imperial HoloNet feeds to disseminate pro-Rebel propaganda using a modified JumpMaster 5000 as their mobile station. The PCs are sent to track down and protect this slicer before the Empire can silence them permanently.

- The PCs learn that a sublight distress call has just been received from a pre-Imperial expedition. Speaking of unimaginable riches protected by bizarre aliens, the transmission sparks a race among treasure seekers. The first step is to find the explorer's aging JumpMaster 5000 and secure its sensor logs.

JUMPMASER 5000 LONG RANGE SCOUT

4	4	+1	DEF FWD/PORT/STARBORD/AFT	ARMOR
1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	WT THRESHOLD	ST THRESHOLD
			14	8

Hull Type/Class: Patrol Boat/JumpMaster.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: One pilot.

Encumbrance Capacity: 30.

Passenger Capacity: 1.

Consumables: Two months.

Price/Rarity: 55,000 credits/5.

Customization Hard Points: 2.

Weapons: Forward-mounted light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

PUNISHING ONE

The personal starship of the bounty hunter Dengar, *Punishing One* is a modified JumpMaster 5000 scout. Since JumpMasters were designed for extended operation by a single crew member, the ship is perfect for Dengar's tendency to operate alone.

Punishing One is easy to underestimate, much like its owner, but underneath its plain exterior is a capable machine. Dengar has upgraded his ship's defenses across the board. Weapons, shields, armor, and engines all boast marked improvement over the base JumpMaster. Owing to the installation of extra weapons, Dengar has integrated an R2 unit into *Punishing One* to act as a gunner, allowing him to focus on piloting. The interior has seen few upgrades, retaining the original lean aesthetic. Most notably, *Punishing One* has no cells; there is no need for them considering Dengar prefers the cold simplicity of a kill bounty. A custom swoop bike takes up much of the small cargo bay, allegedly a legacy of his glory days on the Corellian circuit.

An expert tracker on planetary surfaces, Dengar has modified the original exploration features of his JumpMaster 5000 to help him trace his bounties through space as well. Whereas the standard JumpMaster's computer matches sensor data to astrophysical databases, Dengar has replaced this system with a military-grade threat recognition computer. Slaved sensor beacons, launched from the ordnance tube, can extend *Punishing One's* sensor coverage across an entire system. With a sensor net deployed, Dengar can sit back and wait for his target to try and escape.

USING THIS VEHICLE

Although he was once a rising star in the bounty hunting community, Dengar is now all but washed up. GMs can use this to their advantage, however. *Punishing One* makes for a capable support craft, both for the PCs and for their adversaries.

Hiring Dengar and *Punishing One* may be well worth the credits to any PCs on the trail of a lost target. While most PCs would prefer not to sit on stakeout duty, Dengar is more than happy to launch sensor beacons, open a Corellian ale, and put his feet up while waiting for a database-match to their target.

With its additional arms and armor and integrated droid gunner, *Punishing One* is significantly more capable in combat than a stock JumpMaster, putting it in the same league as heavy starfighters. Dengar, or any savvy pilot, makes use of the vessel's speed and powerful sensors to arrange ambushes or otherwise stack the odds in his favor.

ADVENTURE AND ENCOUNTER SEEDS

- After the PCs elude their bounty hunting nemesis yet again, their foe hires the services of Dengar. Flying backup in *Punishing One*, Dengar aims to disable the PCs' ship for their nemesis to board.
- The PCs are asked via identity-scrambled comms to meet on the outskirts of Mos Entha for a covert job offer. *Punishing One* lands mere moments after the PCs' arrival. When the hatch drops, Dengar is not there to greet them. Instead, they are met by Manaroo, Dengar's Aruzan girlfriend and a former prisoner of Jabba the Hutt. She implores the PCs to help her rescue Dengar from the Vergesso Asteroids.

PUNISHING ONE

4	4	+2	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEFENSE/POINT/STANDARD/ATT	WT THRESHOLD		SS THRESHOLD	
				14		8	

Hull Type/Class: Patrol Boat/Modified JumpMaster.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: One pilot.

Encumbrance Capacity: 30.

Passenger Capacity: 1.

Consumables: Two months.

Price/Rarity: 380,000 credits (R)/10.

Customization Hard Points: 2 (0 available).

Weapons: Dorsal turret-mounted quad laser cannon (Fire Arc Dorsal All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

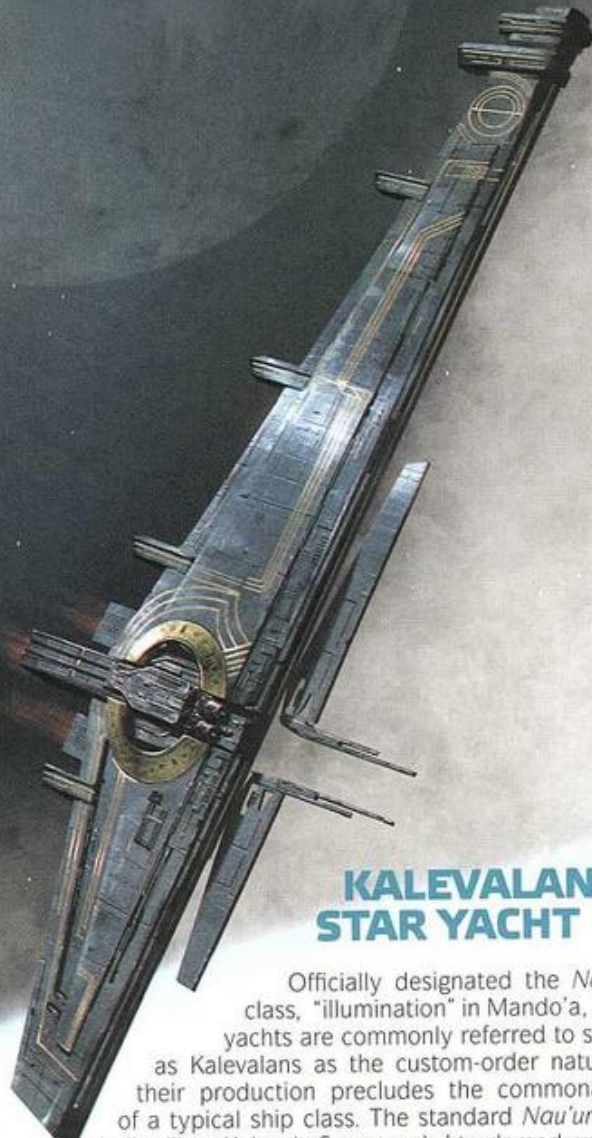
Forward-mounted light ion cannon (Fire Arc Forward; Damage 5; Critical 4; Range [Close]; Ion).

Forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

SPECIAL RULES

Integrated R2 Droid Gunner: The *Punishing One's* integrated R2 droid can fire the quad laser cannon with a Gunnery skill of 4 and Agility of 0. During structured gameplay, the droid gunner takes a single action directly following the pilot's turn.





KALEVALAN STAR YACHT

Officially designated the *Nau'ur*-class, "illumination" in Mando'a, these yachts are commonly referred to simply as Kalevalans as the custom-order nature of their production precludes the commonalities of a typical ship class. The standard *Nau'ur*-class hull utilizes Kalevala Spaceworks' trademark vertical design. Perhaps best illustrated by the late Duchess Satine Kryze's *Coronet* spaceliner, this design ethos concentrates utility and service functions on the lower decks while preserving the upper sections for luxury accommodations. In the case of the *Nau'ur*-class yacht, the upper decks enjoy natural lighting from massive transparisteel windows. The topmost deck, which boasts wraparound windows, is intended for use as an observation lounge or lavish office.

While each *Nau'ur*-class star yacht shares the same basic space frame, Kalevala Spaceworks completes each bespoke order according to the buyer's unique preferences. This allows the owner to display their own sense of style while retaining the prestige of owning a Kalevalan. Lifestyle coverage by the galaxy's paparazzi commonly highlights these yachts and their differing finishes, from the night-black plating of Dryden Vos's imposing *First Light* to the chromium highlights on Aurelia Tagge's *Scarlet Dominion*. The continuing popularity of these programs serve as testimony to the class's enduring appeal and mystique.

Although Kalevala Spaceworks focuses on civilian and diplomatic craft, the design engineers are still proudly Mandalorian. Considering a ship without defenses to be the same as a Mandalorian without

armor, the engineers gave it sturdy hull plating, strong shields, and a pair of anti-starfighter turrets. The turrets retract when not in use, maintaining the sharp outline distinctive to the *Nau'ur* class.

USING THIS VEHICLE

Offering extreme visual impact with its trademark vertical design ethos, Kalevala Spaceworks differentiates itself as a unique choice distinct from ordinary luxury manufacturers in the Core Worlds. Combining the allure of stark Mandalorian design and the mystery of the Outer Rim, *Nau'ur*-class yachts have become a recent fad among the galaxy's superrich. GMs looking to demonstrate an NPC's refined tastes can turn to a Kalevalan star yacht as a highly visible symbol of those cultured preferences.

The size and opulence of these ships makes the *Nau'ur*-class an excellent choice for a wealthy NPC's base of operations. Should the NPC serve as an antagonist, this allows the GM to bring that antagonist's home turf to the PCs. The sudden appearance of their nemesis's star yacht, towering oppressively in the sky and disgorging armed enforcers, can serve as a rapid transition to the climax of an adventure.

ADVENTURE AND ENCOUNTER SEEDS

- Crimson Dawn agents contact the PCs, demanding their presence aboard the luxury yacht *First Light*. Their leader explains how the PCs have run afoul of their operations and offers them the chance to make amends, and extra profit, by eliminating Zann Consortium rivals on Cardooina.
- The surviving elements of the Alderaanian crown jewels stay inaccessibly locked on the luxury yacht *Memory*. However, the yacht is set to moor on Pantora for one night only, hosting an exclusive charity ball for the Alderaanian diaspora. This presents a chance for the heist of lifetime.

KALEVALAN STAR YACHT

SILHOUETTE	SPEED	HANDLING	DEF. TURRET/PORT/STARBOARD/AFT	ARMOR
5	2	-4	1 2 2 1	4
			HT THRESHOLD 38	SS THRESHOLD 24

Hull Type/Class: Star Yacht/*Nau'ur*-class.

Manufacturer: Kalevala Spaceworks.

Hyperdrive: Primary: Class 2, Backup: Class 15

Navicomputer: Yes

Sensor Range: Medium.

Ship's Complement: One pilot; one co-pilot; one engineer; two gunners; numerous service crew including stewards, chefs, and bodyguards.

Encumbrance Capacity: 350.

Passenger Capacity: 40.

Consumables: Six months.

Price/Rarity: 850,000 credits/8.

Customization Hard Points: 4.

Weapons: One port and one starboard retractable turret-mounted quad laser cannon (Fire Arc Forward and Port and Aft or Forward and Starboard and Aft; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).




LANCER-CLASS PURSUIT CRAFT

Borrowing liberally from Corellian Engineering Corporation's design language and philosophy, the *Lancer*-class rides the line between civilian freighter and warship. This release from MandalMotors, created on special commission for the Black Sun, is more interdictor than workaday cargo hauler. Designed to chase down fleeing cargo vessels or outrun other patrol ships, this vessel is fast, tough, and able to withstand hard use with irregular maintenance on the fringe. To that end, it has many redundant systems and is quite easy to maintain. This makes it extremely attractive to smugglers, bounty hunters, and many backwater planetary governments looking for a fast, cheap, and well-armed patrol ship.

Roughly the size of a YT-1300, the *Lancer* class has a thin, saucerlike main hull reminiscent of many of CEC's more popular ships. A narrow, two-position tandem cockpit protrudes from the saucer's forward edge and seats a pilot and co-pilot in cramped but well-organized surroundings. A bank of powerful sublight engines mounted aft supplies the primary thrust, and a pair of high-performance ion engines are mounted on two short, squat, midships-mounted sponsons, supplying a boost when needed. While the *Lancer* is not as agile as a starfighter, its drives give it exceptional straight-line speed, enough to run down nearly anything in its class. The ship's primary armament is relatively light—a pair of fire-linked light laser cannons, a triple light laser turret, and a tractor beam emitter—but a state-of-the-art Mk IV fire-control system allows the pilot to fire all of these weapons with a single trigger.

USING THIS VEHICLE

This pursuit craft ably serves as the centerpiece of a starship encounter. The *Lancer* class's weapons with the Linked item quality allow GMs to pull their punches, spending  either to deal extra hits on a tough PC craft or on more narrative results to keep the battle exciting without knocking the PCs' ship out too early. While a *Lancer* is capable of solo operations, GMs can hint at its affiliation through choice of fighter escorts. Kihrazz fighters (page 51) suggest Black Sun, while local security might fly Z-95s (page 73).

At 120,000 credits, the *Lancer*-class is available as a starting ship for **EDGE OF THE EMPIRE** groups, assuming the GM approves. This provides a possibility for combat-oriented groups looking to balance firepower with passenger space. While the Mk IV FCS may seem wasted on a group ship, undermining the role of PC gunners, players should not overlook how this system allows the group's pilot to operate the ship alone while the other PCs engage on the ground.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs' criminal activity attracts the attention of an elite Sector Ranger. Seeking to make an example of the PCs, the sector ranger assembles a team of operatives

aboard a recently impounded pursuit craft. The PCs find themselves dogged at every turn by this ranger and their stark-white *Lancer*.

- After a favor is called in, the PCs are called upon to run backup and support for the pilot of the *Shadow Caster*: Black Sun operative Ketsu Onyo. Joining Onyo aboard her ship, the PCs must help her take down a stubborn Hutt crime lord without attracting the attention of their entire kajidic.

LANCER-CLASS PURSUIT CRAFT

4	5	-2	1	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/AFT				ARMOR
					HT THRESHOLD		SS THRESHOLD
					20		10

Hull Type/Class: Freighter/*Lancer*-class.

Manufacturer: MandalMotors

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 60.

Passenger Capacity: 4.

Consumables: Three months.

Price/Rarity: 120,000 credits/8.

Customization Hard Points: 3.

Weapons: Dorsal turret mounted triple light laser cannon (Fire Arc All Dorsal; Damage 5; Critical 3; Range [Close]; Linked 2).

Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Ventral-mounted light tractor beam projector (Fire Arc All Ventral; Damage —; Critical —; Range [Close]; Tractor 2).

SPECIAL RULES

Mk IV FCS: As a maneuver, the pilot may activate or deactivate the Mk. IV FCS. While the system is active, the ship's forward-mounted twin light laser cannons' Linked item quality increases to 4, and it gains the Tractor 2 item quality, but only this weapon system can be fired.



MINSTREL-CLASS SPACE YACHT

Custom-made by Ubrikkian Industries for the Hutts, these large luxury space yachts rival many corvettes and smaller warships for size and power. Built to the specifications of the buyer, *Minstrel*-class vessels are often opulently appointed, no expense having been spared to ensure the comfort of their passengers. No two vessels are alike, which can surprise anyone who tries to infiltrate the ship or conduct a hostile boarding action, as rooms and corridors are laid out differently on each yacht.

Certain standard features are built in to each *Minstrel*. The yacht is powered by two large Ubrikkian and three smaller Kuat-made ion engines. These engines provide the ship with impressive speed for its design. The *Minstrel* is heavily armored and shielded to protect the occupants from any would-be attackers. For offense against such instances, the yacht is equipped with batteries of light turbolasers and ion cannons discreetly mounted beneath the vessel's superstructure ridge. The modification pushes the limits of galactic law, but most buyers can obtain permits and exemptions that allow for the armaments. In its small but functional hangar bay, the *Minstrel* can carry a half-dozen starfighters and two shuttles used to ferry the owners to and from stations and planets or to help them make a hasty escape if the yacht is disabled.

With its flaunted luxury, sturdy construction, and concealed defenses, the *Minstrel*-class space yacht can transport influential Hutts and their courts in safety and sumptuous ease.

USING THIS VEHICLE

The *Minstrel*-class space yacht is frequently encountered under the command, or at least the ownership, of affluent Hutts. Hutt owners rarely use their ships for direct attack, saving the armaments for defensive purposes, unless the Hutt is particularly motivated to handle an attack personally. When such a situation occurs, the *Minstrel* class locks down enemy vessels with its powerful tractor beam, proceeding to blast targets to pieces with alternating turbolaser fire from its six batteries. If capture is needed, it pulls the target in to short range and wears it down with ion cannon fire.

The yacht's starfighters are commonly used for defense against similar craft. Since many of the preferred types of fighters the yacht carries lack hyperdrives, it is common to have those fighters remain inside the ship with their pilots on alert status until they are needed.

ADVENTURE AND ENCOUNTER SEEDS

- A valuable statue has been purchased by a Hutt and displayed on their ship. One of the PCs' contacts gives them plans to the ship so they can get in and steal the statue, but once aboard, they discover the plans are for the wrong *Minstrel*.
- A Hutt hires the PCs to join their *Minstrel*'s crew for an expedition into the Unknown Regions. Officially, the Hutt is looking for new business opportunities and resources. The PCs discover that the Hutt has a secret arrangement to locate resource-rich worlds for later exploitation by the Empire.

MINSTREL-CLASS SPACE YACHT

5	3	-1	2	1	1	2	6
SILHOUETTE	SPEED	HANDLING	DEF. TURRET/PORT/STARBOARD/AFT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			45				28

Hull Type/Class: Yacht/*Minstrel*-class.

Manufacturer: Ubrikkian Industries.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 37 crew.

Starfighter Complement: Six starfighters, typically HH-87 Starhoppers (see page 57), M3-A Scyks (see page 55, or Z-95 Headhunters (see page 73).

Vehicle Complement: Two shuttles.

Encumbrance Capacity: 800.

Passenger Capacity: 75.

Consumables: One year.

Price/Rarity: 1,750,000 credits/7.

Customization Hard Points: 3.

Weapons: Three port and three starboard concealed turret-mounted light turbolaser batteries (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Three port and three starboard medium ion cannons (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Forward mounted heavy tractor beam emitter (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6).



VCX-100 LIGHT FREIGHTER

Corellian Engineering Corporation boasts a wide array of freighters that have proven tremendously popular, and the VCX-100 is yet another solid entry into the line. Even more so than the majority of Corellian freighters, this ship can be easily and extensively configured to an individual crew's needs, whether for combat, mass transport, or a home base. The VCX-100 can boast this extreme customizability due to its departure from the CEC's compact YT- and YV-series designs. Its extra bulk offers space for larger cabins, a strong power core, and more-complicated systems.

Perhaps the most noteworthy feature made possible by this increased size is the addition of an auxiliary fighter docking port. Earlier attempts by CEC to cram auxiliary ships into their smaller freighters, such as the F-LER and YT Dart craft for the YT-1300, failed to make any significant sales. CEC finally cracked the code with the VCX-100 and its capable auxiliary starfighter. Although the auxiliary starfighter is sold separately from the VCX-100, it enjoys good sales figures. Many independent captains swear by the tactical advantages an auxiliary starfighter provides in dangerous territory.

It is quite rare to see a stock VCX-100, and certain crews are identifiable merely by the changes they have made to the base model—frequently the addition of more firepower. While the ship is not as common as some of the more widespread freighter models, such as the YT-1300, many spaceports have at least one VCX-100 among their regular visitors.

USING THIS VEHICLE

Like most light freighters, the VCX-100 is primarily used by independent captains as a tramp hauler. As the freighter is resilient but sluggish in a fight, its captain usually prefers to flee while firing turret- and aft-mounted weapons. Crews with an integral VCX-series auxiliary starfighter often launch that craft to fly interference. Leaving the fancy flying to the starfighter lets the VCX-100 get into position to jump to hyperspace. Expert crews that have rehearsed this tactic can dock the auxiliary craft on the VCX-100 mere moments before the latter jumps to lightspeed.

Although the VCX-100's silhouette of 5 precludes several starship maneuvers and actions, this spacious freighter serves as an ideal ship for a group of PCs. Given the freighter's three cockpit stations, two gunner positions, and space for an auxiliary starfighter, groups using it should have no trouble putting every PC to work. Although the price of the VCX-100 is out of range for most starting groups, owning one is a worthy goal to work toward.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are approached to haul some high-value cargo, no questions asked. Should they accept the deal, the shipper's agent arrives with animal cages filled with Kowakian monkey-lizards. During the journey, the troublesome monkey-lizards get free at the least opportune time.

VCX-100 LIGHT FREIGHTER

5	3	-3	DEF FUR/PRT/STAB/DAG/AST				ARMOR
SILHOUETTE	SPEED	HANDLING	1	1	1	1	3
			WT THRESHOLD				SS THRESHOLD
			32				28

Hull Type/Class: Freighter/VCX-100.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer, one turret gunner, one aft gunner, two crew.

Starfighter Complement: One (VCX-series auxiliary starfighter only).

Encumbrance Capacity: 200

Passenger Capacity: 6

Consumables: One month.

Price/Rarity: 155,000 credits/8.

Customization Hard Points: 5.

Weapons: Turret-mounted twin light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft-mounted twin light laser cannon (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

VCX-SERIES AUXILIARY STARFIGHTER

3 SILHOUETTE	4 SPEED	+0 HANDLING	DEF: FORE/PORT/STBOARD/AFT 1 - - 0	ARMOR 2
			HT THRESHOLD 12	SS THRESHOLD 10

Hull Type/Class: Shuttle/VCX-series auxiliary starfighter.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Close.

Ship's Complement: One pilot.

Encumbrance Capacity: 5.

Passenger Capacity: 8.

Consumables: One day.

Price/Rarity: 22,000 credits/6.

Customization Hard Points: 3.

Weapons: Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

Dorsal turret-mounted light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]).

GHOST

Named for its ability to evade Imperial sensors, the *Ghost* is the pride of Alliance General Hera Syndulla. This modified VCX-100 freighter first gained notoriety among the Empire as the home base of the Spectres, a band of rebels operating near Lothal before they formally joined the Rebel Alliance. Syndulla eagerly puts the *Ghost* into the Alliance's most desperate battles, notably screening the *Profundity* at the Battle of Scarif.



GHOST

5	3	-2	2	1	1	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STANDBOARD/AFT	HT THRESHOLD	SS THRESHOLD		
				32	30		

Hull Type/Class: Freighter/Modified VCX-100.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1, Backup: Class 14.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/engineer, one turret gunner, one aft gunner, two crew.
Starfighter Complement: One (custom).
Encumbrance Capacity: 200.
Passenger Capacity: 6.
Consumables: One month.
Price/Rarity: 155,000/10.
Customization Hard Points: 5 (0 available).

Weapons: Turret-mounted twin light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Aft-mounted twin light laser cannon (Fire Arc Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

Forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 5, Linked 1, Slow-Firing 1).

ADDITIONAL RULES

Sensor Jammer: Upgrade the difficulty of checks from incoming scans to verify identification of this ship as the *Ghost* once.

Heavily modified, the *Ghost* pushes the already strong performance of the VCX-100 to almost absurd levels. Layers of military-grade hull plating and redundant shield generators allow this freighter to shrug off all but the heaviest fire. While up-arming usually makes a craft more sluggish, the *Ghost* boasts a speed and handling superior to base ships of its class. This extreme performance is the legacy of the Mandalorian genius Sabine Wren, who together with Syndulla modified the *Ghost* in the early days of the Lothal resistance. Multiple sensor-baffling systems and a state-of-the-art jammer give the ship its namesake stealth capabilities.

USING THIS VEHICLE

The *Ghost* is an absolute flying fortress owned by a resolute Alliance officer, making for an intriguing option in adventure design. While Syndulla is a capable pilot, the *Ghost* needs a full crew to operate at peak efficiency. Since the liberation of Lothal has reduced the crew to Syndulla, Chopper, and Captain Rex, GMs have a perfect opportunity for PCs to serve aboard for a brief or even extended period of time.

Although the ship's resident Force users are no longer aboard, the ship holds preserved Jedi records. Syndulla is willing to share these with PCs who convince her their intentions are just.

ADVENTURE AND ENCOUNTER SEEDS

- General Syndulla recruits the PCs as supplemental crew ahead of a major battle. During the battle, her rivalry with Han Solo and his *Millennium Falcon* push her to take great risks. It's up to the PCs whether to talk her out of it or to help her prove the *Ghost* is the best ship in the Rebel Fleet once and for all.
- Rebel PCs, surrounded by stormtroopers, catch sight of their rescue ship being blown apart by TIE interceptors. All hope seems lost before they hear Captain Rex on their comlink, imploring them to hold on just a little longer until the *Ghost* arrives.

PHANTOM II

After the loss of the original *Phantom*, a customized VCX-series auxiliary starfighter, the Spectres acquired an old *Sheathipede*-class shuttle. With some modifications, *Phantom II* can dock with the *Ghost* and provide the crew with the same versatility as its predecessor.

4	3	+0	1	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STANDBOARD/AFT	HT THRESHOLD	SS THRESHOLD		
				14	13		

Hull Type/Class: Shuttle/Modified *Sheathipede*-class.
Manufacturer: Haor Chall Engineering.
Hyperdrive: Primary: Class 2, Backup: Class 10.
Navicomputer: None—astromech droid socket.
Sensor Range: Short.
Ship's Complement: One pilot, one co-pilot/engineer.
Encumbrance Capacity: 10.
Passenger Capacity: 8.
Consumables: One week.
Price/Rarity: 114,000 credits/7.
Customization Hard Points: 1.
Weapons: Forward-mounted twin light laser cannon (Fire Arc Forward and Aft; Damage 5; Critical 3; Range [Close]; Linked 1).
 Aft-mounted twin light laser cannon (Fire Arc Forward and Aft; Damage 5; Critical 3; Range [Close]; Linked 1).

WAYFARER-CLASS MEDIUM FREIGHTER

Kuat Systems Engineering's *Wayfarer*-class is a relatively new entry to the medium transport market. Designed to accommodate unique modular shipping containers built specifically for the *Wayfarer*, KSE hoped to revolutionize galactic commerce. A single space frame would be convertible from a cargo hauler to a passenger transport to a recovery vessel and more, taking only minutes to switch containers.

KSE encountered many technical issues during development, requiring the program to divert resources away from other projects. By the time the first *Wayfarers* came off the stocks for their shake-down cruises, the project was terribly over budget and behind schedule. Looking to cut its losses, KSE halted development after only one of the many types of container, the bulk cargo variant, was built. The *Wayfarer* was put to market more out of desperation to recover some of its development costs than for hope of profit. Shareholder reports suggested it might take years of sales to simply break even.

The vessel itself has a strange, ungainly design, with the modular cargo container hanging from an armature that extends from the port side of the hull. The ship is slightly unbalanced and needs a talented and evenhanded pilot to make the most of it.

The *Wayfarer*'s need for specific cargo containers and its peculiar design limited its appeal. Although the freighter never revolutionized shipping, it has found a niche among wealthy transport conglomerates in the developed parts of the galaxy where they can have custom containers fabricated.

USING THIS VEHICLE

The *Wayfarer* is a suggested starting ship for **EDGE OF THE EMPIRE** groups, but players may be keen to move some cargo and quickly trade in their *Wayfarer* for a fancier ship. Although wealthier PCs could buy more capable ships off the shelf, the *Wayfarer* class's unique container system offers some intangible benefits.

The fact that KSE only produced cargo containers for the *Wayfarer* is only a minor inconvenience for mechanically inclined PCs. Being mostly empty space, the bulk cargo module is a blank slate for creative technicians. Given time and resources, a group's *Wayfarer* could fill nearly any utility role, swapping out containers to change its functionality.

However, groups with several cargo containers need a place to store them when not in use. A secure base of operations is likely only available to members of a larger faction. Freelance spacers can make do by replacing security with concealment. Barren moons, outer-system dwarf planets, and asteroid fields are just a few possible hiding spots.

ADVENTURE AND ENCOUNTER SEEDS

- On the last leg of a smuggling run, it becomes clear the PCs are likely to be boarded. Their cargo is highly illegal, and this system's customs personnel are known for extreme thoroughness. The stormy clouds of a nearby gas giant provide a discreet, but dangerous, opportunity to dump the cargo.
- The Alliance's daring Corona Squadron has acquired several *Wayfarer*-class freighters and blueprints for the starfighter hangar container. The squadron leader plans to sneak their X-wings deep into the heart of the Empire, hidden within what look like cargo containers. The leader calls on the PCs to help as technicians or pilots, or to accept a container conversion for their own *Wayfarer*.

WAYFARER-CLASS MEDIUM FREIGHTER

5	3	-2	DEF: 1	PORT: 1	STARBOARD: 1	AFT: 2	ARMOR: 4
SILHOUETTE	SPEED	HANDLING	HP: 32			SH: 20	

Hull Type/Class: Freighter/*Wayfarer*-class.

Manufacturer: Kuat Systems Engineering.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one engineer, one cargo master, six crew.

Encumbrance Capacity: 850.

Passenger Capacity: 6.

Consumables: Three months.

Price/Rarity: 120,000 credits/5.

Customization Hard Points: 5.

Weapons: Dorsal quad laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).



XIYTIAR-CLASS HEAVY TRANSPORT

Known primarily as a manufacturer of military starships and fighters, TransGalMeg also produces the massive, lumbering *Xiytiar*-class heavy transports. Relatively new, *Xiytiar*-class ships are sturdy, cavernous cargo haulers equipped with the very latest in navigation, hyperdrive, and load-management systems.

Roughly the same size as Mobquet's *Mb-C1* class of heavy transports, these haulers offer advanced navicomputers meant to eke out extra speed over multiple jumps. A skeleton crew of two can operate the vessel, but this makes for a substantial workload in monitoring and maintaining the ship's advanced systems.

The *Xiytiar* class has a roughly dumbbell shape, with a large, bulbous forward section connected to the aft engine and engineering decks by a thin, cylindrical midships section. The forward section houses the command deck, the crew quarters, a few passenger berths, and the cargo holds. The holds are efficiently and intelligently laid out and are managed by a sophisticated lading system that tracks and inventories cargoes. The midships section is largely machine spaces, sensor arrays, kilometers of cable, and a cramped walkway connecting the forward and aft sections. The engineering section has the power core, drive systems, main computer bus, and shield generators.

Due to these mammoth vessels' size, high crew requirements, and cost of maintenance, *Xiytiar*-class ships are not particularly well suited for small private commercial concerns or smuggling operations. They are, however, gaining acceptance among established and larger transport companies that can absorb their operating costs and use their hauling capacity to its full extent.

USING THIS VEHICLE

Lumbering ships whose claim to fame consists of a slightly more advanced cargo system, *Xiytiar*-class transports are part of the mundane yet essential flow of cargo across the galaxy.

Slow and poorly armored, these transports need escorts in dangerous parts of space. While major corporations have in-house protective services, smaller companies often outsource to freelancers. PCs looking to earn some credits can put their combat-capable craft to work protecting these lumbering behemoths from pirate attacks.

The *Xiytiar*-class's buyers include not only corporations, but the Imperial merchant marine as well. As *Xiytiar*-class transports are ill suited for high-value cargo, the Empire uses them to move heavy equipment and bulk supplies across the galaxy. Although sabotaging these operations is not as glamorous as destroying prototypes or seizing top secret plans, PCs resisting the Empire can do strategic damage by disrupting the flow of even mundane cargo. After all, an army marches on its stomach.

ADVENTURE AND ENCOUNTER SEEDS

- A convoy of seven heavily modified *Xiytiar*-class transports enters the system unannounced. Identifying itself as a nomadic collective known as the Wanderers, the convoy moors and opens its extensive bazaars for trade.
- Cantina rumors inform the PCs of an *Xiytiar* loaded with high-tech goods due to transit the sector. Hoping to make it big, the owners of the *Double Down* are running only a skeleton crew and have hired no escort. It's the perfect target for pirates. As it turns out, several competing bands have learned of the shipment, and all attack at once in a chaotic scramble for the cargo.

XIYTIAR-CLASS HEAVY TRANSPORT

5	2	-3	1	1	1	1	2
SILHOUETTE	SPEED	HANDLING	DEFENSE/POST/STARBORD (M/F)	WE THRESHOLD		SS THRESHOLD	
				35		20	

Hull Type/Class: Transport/*Xiytiar*-class.
Manufacturer: TransGalMeg Industries.
Hyperdrive: Primary: Class 3, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot, one engineer, one loadmaster, six technicians.

Encumbrance Capacity: 2,000.

Passenger Capacity: 12.

Consumables: Six months.

Price/Rarity: 200,000 credits/5.

Customization Hard Points: 4.

Weapons: None.



YT-1000 LIGHT FREIGHTER

The third ship in Corellian Engineering's enduring YT-series of modular light freighters, the YT-1000 was the first to gain any popularity in the galaxy. A vast improvement over the awkward YT-450 and the undistinguished YT-700, the YT-1000 set the standard to which all later YT-series ships would be held. Inspired by ancient CEC designs, including the XS freighter, the YT-1000 was the first contemporary CEC ship to be built around the now common saucer-shaped deck plan. Proving an instant hit, the YT-1000 popularized many of the features for which CEC is so famous and respected today.

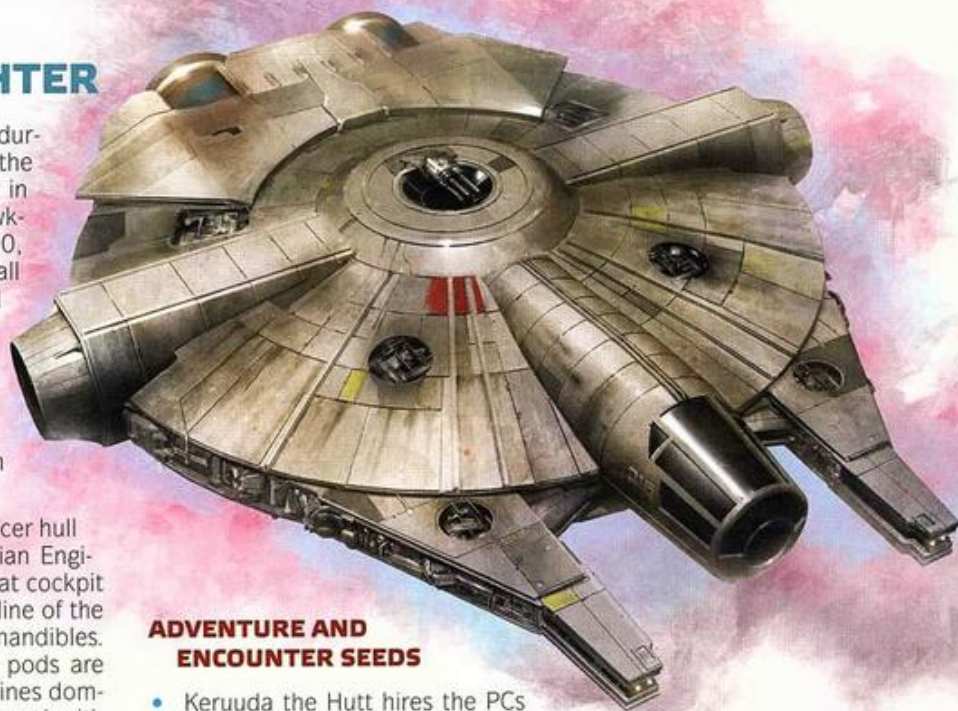
YT-1000 light freighters have the iconic saucer hull that has come to be a trademark of Corellian Engineering's ship-manufacturing arm. Its two-seat cockpit is located dorsally along the forward center line of the ship and is flanked by two cargo-loading mandibles. The main hull spars, corridors, and escape pods are located amidships, and two powerful ion engines dominate the aft section. The YT-1000 is equipped with turret-mounted laser cannons as the dorsal weapons mount from the factory, but as with all CEC ships, its weapons are easily upgraded for more powerful or accurate models.

While sales of the YT-1000 initially waned as later models were released, especially after the introduction of the YT-1300 freighter, it remains in service throughout the Outer Rim and has recently had something of a resurgence of popularity in the Core Worlds. No longer merely old, the YT-1000 is now seen as a classic by a younger generation.

USING THIS VEHICLE

Given the many YT-series freighters that followed the YT-1000, players with a soft spot for it may have a tough time convincing their comrades of its merits. Mechanically, there is little that other craft cannot do better, meaning groups are likely to trade up at the first opportunity. However, GMs and players can work together to forge a narrative connection between the PCs and their starting YT-1000, providing a reason for loyalty to their bucket of bolts.

Possibly the group's YT-1000 originally belonged to a PC's family member before being passed down to the PC. Some of the PCs could have even grown up on the ship, knowing its every nook and cranny. Such familiarity could earn PCs □ on relevant checks or make healing strain easier aboard. Few YTs stay stock for long, and the GM might allow the group to select attachments not exceeding 10,000 credits. However, such a ship has likely been in and out of danger and so initially needs repairs for two Critical Hits, one **Average** (◆◆) and one **Hard** (◆◆◆).



ADVENTURE AND ENCOUNTER SEEDS

- Keruuda the Hutt hires the PCs to do the incredible by smuggling contraband onto Coruscant. Having recently acquired one of the original YT-1000s, the Hutt now plans to enter the freighter into a classic starship show. Keruuda dares the PCs to accept the job, promising fame and riches if they succeed—and the Hutt's wrath if they turn down the job.
- Undercover Rebel PCs gain an unexpected opportunity when the son of the local Imperial Governor seeks out assistance in restoring a beat-up YT-1000. Befriending the son could gain the PCs an unwitting source of intelligence.

YT-1000 LIGHT FREIGHTER

SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
4	3	-1	1 - - 1	2
			HT THRESHOLD	ST THRESHOLD
			20	14

Hull Type/Class: Freighter/YT-1000.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 150.

Passenger Capacity: 4.

Consumables: Two months.

Price/Rarity: 75,000 credits/5.

Customization Hard Points: 5.

Weapons: Dorsal turret-mounted twin light laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

YT-1210 LIGHT FREIGHTER

An older, reliable light freighter, the YT-1210 is a variant of another freighter in the YT series, the 1200. Since the release of the famous YT-1300, sales of the YT-1210 have slipped—doubly so because the ship competes with its close cousin, the YT-1200.

After the successful release of the reliable YT-1200, Corellian Engineering Corporation designed a derivative model to appeal directly to Corellians. Simply put, the YT-1210 is much like the YT-1200, only faster. Both models share the same side-mounted cockpit, a design echoed in a common YT-1300 configuration, and a long sensor boom extending from the main hull. While the boom has been marketed as an aid to navigation through nebular clouds and the atmospheres of dense gas giants, many critics consider it a bane to pilot visibility and a tempting target for attackers. The YT-1210 mounts a third main engine, granting it a marked increase in top speed and resulting in a freighter that can match many starfighters on a straight-line run.

The YT-1210 did not prove any more maneuverable, and the added engine reduced cargo space and armor-carrying capacity. The cost of manufacturing the YT-1210 also proved higher than expected. Sales tend to be limited to Corellia and the surrounding sector. To reach a broader market, CEC has again upgraded the ship to offer the "new" YT-1250: the YT-1210 but with heavier armor and weapons.

USING THIS VEHICLE

One of the fastest stock freighters on the market, the YT-1210 appeals to rally racers and sports pilots, but also to blockade runners, smugglers, and pirates. With enough speed to match or outrun patrol boats and freighters, and enough cargo capacity to ensure a profit, it's the perfect starship for many criminals.

While the sensor boom does not provide extended sensor range, it does include a variety of detectors able to pierce through gas and other interference. For PCs, this could open otherwise impassable avenues for surprise raids or covert smuggling runs.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs reach orbit at their destination and are ordered to wait while the starport receives priority Imperial traffic. A bored captain of a YT-1210 with racing stripes comms the PCs to suggest they kill time with a race around the planet's moon.
- An elderly entrepreneur solicits wealthy PCs to invest in a startup. His plan is to buy YT-1210s cheaply, upgrade them into 1250s, and sell them at a profit. His business plan looks good, but PCs who scrutinize his past find a series of bankruptcies. PCs who choose to invest may eventually see a return, but not before fielding increasing requests for in-person help due to a series of comically unlikely setbacks.

The YT-1250 is little more than an upgraded YT-1210. To represent a YT-1250, use the YT-1210 profile with a cost of 130,000 credits and the following changes:

- Increase armor to 3.
- Reduce encumbrance capacity to 80.
- Replace weapon with dorsal turret-mounted twin medium laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

YT-1210 LIGHT FREIGHTER

4	4	-1	1	-	-	1	2
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOW/AST	WE TURRET/SHIELD		WE TURRET/SHIELD	WE TURRET/SHIELD
				20		12	

Hull Type/Class: Freighter/YT-1210.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one gunner.

Encumbrance Capacity: 100.

Passenger Capacity: 4.

Consumables: Two months.

Price/Rarity: 120,000 credits/5.

Customization Hard Points: 3.

Weapons: Dorsal turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).



YT-1300 LIGHT FREIGHTER

Perhaps the most common light freighter in service today, Corellian Engineering Corporation's YT-1300 is the light freighter all others are measured against. In factory configuration—a rare sight for this versatile ship—the YT-1300 is relatively well armored with a small but powerful shield generator. A roughly saucer-shaped hull houses modular compartments, allowing for a variety of stock deck plans. Two cargo mandibles, designed to interface with cargo pods or house auxiliary craft, extend from the bow, while turret mounts sit at the center of the ventral and dorsal surface.

Initially, CEC offered two standard internal configurations. The YT-1300f, freighter variant, boasts several cargo bays, while the YT-1300p, passenger variant, houses several cabins and mounts added escape pods. After repeated requests, CEC now offers mix-and-match layouts, allowing buyers to fully customize their vessel. While the YT-1300 introduced the "wide bar" engine, made up of numerous small thrusters, CEC provides a choice to mount three cylindrical engines for pilots unwilling to adapt to the new design. The cockpit location is also modular; the armored freight version uses a YV-style flight deck between the mandibles. Even with thousands of these ships in service, it is distinctively possible no two are exactly alike.

Over its years of service, the YT-1300 has proven itself the quintessential tramp freighter. The ship is a common sight among the ports of the Outer Rim, captained by freebooters, smugglers, pirates, and adventurers. More than just a transport, this ship is viewed by many of these rugged beings as a true companion, and often as the only thing in the galaxy they can trust.

USING THIS VEHICLE

While the YT-1300 is an excellent light freighter, for both legal and illicit cargo, its sheer versatility should not be overlooked. Endlessly modifiable, the YT-1300 can fill almost any role imaginable. The following examples might serve as inspiration:

- A pirate vessel using a modified YT Dart as a boarding shuttle.
- A mobile repair platform equipped with multiple tractor beams.
- A heavy bomber mounting torpedo tubes and bomb chutes.
- A mobile kitchen, able to provide fine dining anywhere in the galaxy.
- A search-and-rescue ship with enhanced sensors and medical facilities.
- A police interceptor, with passenger compartments converted into cells and mounting several ion cannons.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs learn of Rally 1300, a 1,300-light-year space rally open only to YT-1300s. The multiday race is a test not only of freighter endurance, but also of the crew's ability to navigate treacherous hyperspace routes and pilot their ship through a series of realspace challenges.
- Bounty hunters, mistaking the PCs' YT-1300 freighter for the famous *Millennium Falcon*, ambush the party outside the ship. The hunters attack without warning, aiming to capture the PCs in a shoot first, ask questions later approach.
- A young human male tries to book passage aboard the PCs' ship to "anywhere but here." His credits are good, but should the PCs accept, they are soon tracked by Tapani agents seeking to reclaim this wayward noble scion.

YT-1300 LIGHT FREIGHTER

4	3	-1	1	-	-	1	3
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT	STARBOARD/AFT	ARMOR		
			22	15			

Hull Type/Class: Freighter/YT-1300.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 165.

Passenger Capacity: 6.

Consumables: Two months.

Price/Rarity: 100,000 credits/4.

Customization Hard Points: 6.

Weapons: One dorsal and one ventral turret-mounted medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]).

YT DART

One of many optional add-ons for the freighter, the YT Dart is an auxiliary tug that fits neatly between the cargo mandibles of the YT-1300.

3	2	+0	0	-	-	0	2
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT	STARBOARD/AFT	ARMOR		
			10	8			

Hull Type/Class: Tugboat/YT Dart.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: None.

Navicomputer: None.

Sensor Range: Short.

Ship's Complement: One pilot.

Encumbrance Capacity: 10.

Passenger Capacity: 3.

Consumables: Three days.

Price/Rarity: 9,000 credits/5.

Customization Hard Points: 2.

Weapons: None.

MILLENNIUM FALCON

Certainly the most famous YT-1300 in existence, the *Millennium Falcon* is the ship that made the Kessel Run in less than twelve parsecs, the ship that spirited the Death Star plans to the Rebels' Massassi base, and the ship crewed by Heroes of Yavin. Exemplifying the versatility of the YT-1300, each successive owner has radically modified the *Millennium Falcon*. This is no better proven than by the captaincies of Lando Calrissian and Han Solo.

A cargo-type YT-1300f by original make, the *Falcon* began its career as a humble intermodal tug, transferring cargo pods day after day in orbital freight yards. Changing owners throughout the years, as often by wager as by credits, it was modified, rebuilt, and wrecked numerous times. It would be the gambler Lando Calrissian who would register the ship as the *Millennium Falcon*.

Suave, smooth, and bold, Lando Calrissian was known as an adventurer and high-stakes gambler during his smuggling days. Befitting this reputation, the *Falcon* bore the fine lines and polished finish of a luxury sports vessel under his captaincy. Even the most scrupulous customs inspectors could be persuaded by the famous Calrissian charm, often plied with the ship's luxurious amenities. Calrissian relied upon the *Millennium Falcon's* finely tuned systems and responsive handling for those rare situations in which his charm was insufficient. Always an extra card up his sleeve, Calrissian added a hyperspace-equipped YT Dart auxiliary craft within the *Falcon's* mandibles to act as an escape pod (with room for two, naturally). Calrissian's attention to detail kept the ship, truly his pride and joy, immaculately ordered and, more importantly, reliable.

Stripped of Calrissian's many modifications by the rigors of the Kessel Run, the *Millennium Falcon* was barely more than a scorched wreck when Han Solo won her over a game of sabacc. Forgoing any cosmetic repairs, Solo sought to disguise the smuggling vessel as a battered junker. Alongside first mate Chewbacca, Solo crammed military-spec hardware into the *Falcon's* weapons, shielding, and sensor systems while layering

warship-grade hull plating around key systems. Solo tuned numerous subsystems for bleeding-edge performance, but these modifications have come at a price. Pushed well beyond YT-1300 design tolerances, the *Falcon* is notoriously fickle and requires constant maintenance to stave off system failures. Captain Solo's *Millennium Falcon* may look barely functional, but it arguably holds the title of fastest ship in the galaxy.

USING THIS VEHICLE

Probably the most recognizable ship in all of Star Wars, the *Millennium Falcon* is best treated as one of the iconic main characters. GMs should be aware the ship may certainly steal the spotlight, but when used effectively, the *Falcon* can add gravitas to almost any scene. Typically crewed by a mere handful of people, the *Falcon* can easily accommodate several PCs in addition to famous characters.

Remember, while players may recognize the *Millennium Falcon*, their characters may not. This can build up exciting tension in which players may suspect that a beat-up YT-1300 is the *Millennium Falcon* before the GM reveals it to the PCs at the most dramatic moment.

While only moderately armed, the *Millennium Falcon* is exceptionally fast and maneuverable for a vessel of its size. This versatility lends it to a wide variety of encounters and missions. Its durability allows the *Falcon* to hold its own against dedicated attack craft long enough to escape, if not truly outlast them in combat.

ADVENTURE AND ENCOUNTER SEEDS

- Lando Calrissian invites the PCs to join him in a daring smuggling run as the crew of the *Millennium Falcon*. Securing their share in the massive payout means they must survive the Flamewind of Oseon, a deadly radiation wave in the destination system.
- The PCs are aboard the *Millennium Falcon* and pursued by waves of Imperial fighters. Han Solo tells them to "watch this!" just before the hyperdrive fails!
- Recruited by Leia Organa, the PCs crew the *Millennium Falcon* in the search for Han Solo. The PCs' first lead is a sighting of Boba Fett's *Slave I* under repair at the Imperial spaceport on Gall.



LANDO CALRISSIAN'S MILLENNIUM FALCON

4	4	+1	DEF: 2	FOR: -	PORT: -	STANDARD: 1	AFT: 1	ARMOR: 4
SILHOUETTE	SPEED	HANDLING	MT THRESHOLD				SS THRESHOLD	
			26				22	

Hull Type/Class: Freighter/Modified YT-1300f.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 1, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot/engineer, two gunners.
Encumbrance Capacity: 165.
Passenger Capacity: 6.
Consumables: Two months.
Price/Rarity: 265,000 credits/10.
Customization Hard Points: 6 (2 available).
Weapons: One dorsal and one ventral turret-mounted heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]).

ADDITIONAL RULES

Calrissian Chronicles: A character may add ■ ■ to Charm and Deception checks they make to leverage the *Falcon's* reputation as the transport of famous adventurer Lando Calrissian, but their targets add automatic ☆ to checks they make to subsequently identify or track down the character.

LANDO CALRISSIAN'S YT DART

3	3	+0	DEF: 0	FOR: -	PORT: -	STANDARD: 0	AFT: 0	ARMOR: 2
SILHOUETTE	SPEED	HANDLING	MT THRESHOLD				SS THRESHOLD	
			12				8	

Hull Type/Class: Tugboat/YT Dart.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Class 4.
Navicomputer: Yes.
Sensor Range: Short.
Ship's Complement: One pilot.
Encumbrance Capacity: 10.
Passenger Capacity: 3.
Consumables: Three days.
Price/Rarity: 16,000 credits/5.
Customization Hard Points: 2 (0 available).
Weapons: None.

HAN SOLO'S MILLENNIUM FALCON

4	5	+1	DEF: 2	FOR: -	PORT: -	STANDARD: 2	AFT: 2	ARMOR: 5
SILHOUETTE	SPEED	HANDLING	MT THRESHOLD				SS THRESHOLD	
			30				15	

Hull Type/Class: Freighter/Modified YT-1300f.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 0.5, Backup: Class 10.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: One pilot, one co-pilot/engineer, two gunners.
Encumbrance Capacity: 165.
Passenger Capacity: 6.
Consumables: Two months.
Price/Rarity: 425,000 credits (R)/10.
Customization Hard Points: 6 (1 available).
Weapons: One dorsal and one ventral turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).
 Forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Blast 4, Breach 4, Guided 3, Limited Ammo 8, Linked 1, Slow-Firing 1).

Ventral-mounted Ax-108 "Ground Buzzer" blaster cannon—this weapon can be fired by the ship's computer with Gunnery 3 and Agility 0, and its entire profile uses personal scale, not planetary scale (Fire Arc All; Damage 12; Critical 3; Range [Medium]; Auto-fire, Pierce 2).

ADDITIONAL RULES

Hunk of Junk: Once per session, a character may remove ☹ from a Piloting or Mechanics check they make using the *Millennium Falcon*. The GM may then add ☹ to a subsequent roll any character makes using the *Millennium Falcon* that session.

YT-2400 LIGHT FREIGHTER

Corellian Engineering's YT-2400 light freighters are an update of the aging YT-1300 class. Using the lessons learned over the decades since the YT-1300's initial launch, CEC's engineers packed as much power and as many sophisticated flight and cargo handling systems into the YT-2400 as it could possibly hold.

The YT-2400 has a saucer-shaped hull with a central circular core surrounded by cargo and passenger modules. Like other recent YT freighters, it has a starboard-mounted cockpit connected to the main hull by a pair of reinforced pylons. The cockpit section has its own access hatch and crew escape pod. Overall, this ship is slightly smaller than the YT-1300, but it makes better, more efficient use of the space available. The bow and forward cockpit pylon contain the ship's main cargo hold and the crew quarters. Opposite the cockpit are the common galley and refresher, and abaft the central core are a few private cabins, the engineering bay, and the passenger escape pod.

While officially built as a civilian freighter for legitimate business, Corellian Engineering's marketing and development departments are fully aware that many of their customers are, perhaps, on the far side of the law. The ship is touted as being "Double Plated," which is essentially advertising-speak for military-grade armor. YT-2400s also feature heavy shields, room for larger reactors and ion drives, and several dedicated weapon hard points that come out of the shipyard unused.

USING THIS VEHICLE

Like most Corellian Engineering Corporation vessels, the YT-2400 is highly customizable and can thus serve in many roles. However, its stock armor of 4, two twin medium laser cannons, and strong hull make it especially useful as a plausibly deniable combat vessel. Mercenary PCs seeking to expand their ship's offensive potential might add armor-piercing punch with a concussion missile or proton torpedo launcher. Bounty hunters, on the other hand, should consider ion cannons and tractor beams, as most bounties pay a bonus for live capture.

GMs can use the higher baseline stats of the YT-2400 as an incentive for the PCs to upgrade their own vessel. Having the PCs' nemesis employ a slightly better ship serves as a challenge to be surmounted. The PCs could encounter their nemesis's ship multiple times, with each encounter showcasing a new customization. This can make the PCs' eventual victory feel well earned, and thus much sweeter.

ADVENTURE AND ENCOUNTER SEEDS

- While conducting routine maintenance, the PCs discover previously unknown smuggling compartments on their YT-2400. Upon opening the compartments, they find highly illegal contraband. A more complicated encounter might see the compartments discovered by an NPC mechanic, who contacts the authorities.
- Rebel PCs assigned to a hidden base on an urban world notice there are more YT-2400s in the spaceport than usual. Disguised as tramp freighters, the ships secretly belong to a mercenary group hired to seek and destroy the base. Once repulsed, the mercenaries flee the planet, forcing the PCs to give chase to discover who ordered the attack.

YT-2400 LIGHT FREIGHTER

4	3	+0	DEF: 1	FRONT: 1	PORT: 1	STARBOARD: 1	AFT: 1	ARMOR: 4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 25				SS THRESHOLD: 18	

Hull Type/Class: Freighter/YT-2400.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 140.

Passenger Capacity: 6.

Consumables: Two months.

Price/Rarity: 130,000 credits/5.

Customization Hard Points: 5.

Weapons: One dorsal and one ventral turret-mounted twin medium laser cannon (Fire Arc All; Range [Close]; Damage 6; Critical 3; Linked 1).

YV-560 LIGHT FREIGHTER

Designed with planetary exploration in mind, the YV-560 is geared toward providing a stable and reliable platform from which explorers and archaeologists can base their remote research. While officially classified as a freighter, the ship was purposely built to carry delicate cargoes, samples, and artifacts of the kind unearthed by scientists.

The cargo holds aboard the YV-560 are smaller than those found on other CEC ships. They are environmentally compartmentalized and distributed around the ship to provide balance and structural reinforcement to the hull. They are also airtight and lockable, and can be completely sealed and walled off behind bulkheads in case of an emergency.

The YV-560 has all the hallmarks of CEC's design philosophy. Similar in size and shape to the venerable YT-1000, it has the iconic saucer-shaped hull possessed by most of CEC's light freighters. The two-position command pod is centrally mounted on the dorsal side of the vessel, and two powerful sensor booms extend forward from the hull, for an appearance reminiscent of the YT-1300's loading mandibles.

Along with its common monitoring systems, the ship contains a powerful scientific computer designed to aid explorers in data analysis, with a main terminal in the common area and smaller remote terminals in each passenger berth. The YV-560 is also equipped with a high-definition, precision planetary-scanning array that allows it to survey a new planet from orbit. Within just a few years on the market, the YV-560 has lived up to its advertising, and a number of scientific expeditions have utilized the ship.

USING THIS VEHICLE

The galaxy is still full of worlds to discover, in areas ranging from the forbidding Unknown Regions to the mysterious reaches of Wild Space. Exploration is a staple of pulp adventure and so makes for excellent *Star Wars* stories. GMs should consider making the YV-560 available at the start of an exploration-heavy campaign.

More insidious uses of this peaceful technology make the ship valuable to insurgents and the underworld. Its environmentally sealed cargo holds allow for precision control of perishable, dangerous, or live cargo, whether by keeping stolen coaxium stable or preventing bounties from escaping. Spies and reconnaissance units can use the planetary-scanning array on inhabited worlds, producing highly detailed maps of installations and troop movements. Although these scans contain substantial data, truly important facilities are invariably built underground or employ sensor jammers—meaning there is always a need for PCs to launch a daring raid.



ADVENTURE AND ENCOUNTER SEEDS

- The PCs awaken with shaky memories of a vicious surprise attack by their enemies. Each PC is locked in a coffin, and each coffin is sealed in a separate cargo hold. Exotic restraints such as poisonous atmospheres or reversed gravity complicate escape. Breaking free, the PCs discover they are aboard a YV-560 headed straight for the system's sun! This adventure should be reserved for particularly powerful PCs who are capable of escaping from such a situation.
- Chartered by the University of Bar'leth, the PCs host a scientific expedition to study the Endor Gate, a black hole near the eponymous sanctuary system. Within hours of the expedition's first observations, the Imperial Navy jumps in and immediately attacks. Clearly, the Empire is hiding something in the Endor system!

YV-560 LIGHT FREIGHTER

4	3	+0	DEF. FIRE/PORT/STARBOARD/AFT 1 - - 1	ARMOR 3
SILHOUETTE	SPEED	HANDLING	MT THRESHOLD 20	SS THRESHOLD 20

Hull Type/Class: Freighter/YV-560.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 15.

Navicomputer: Yes

Sensor Range: Long.

Ship's Complement: One pilot, one co-pilot/engineer.

Encumbrance Capacity: 80.

Passenger Capacity: 5.

Consumables: Eight months.

Price/Rarity: 120,000 credits/7.

Customization Hard Points: 4.

Weapons: Dorsal turret-mounted twin medium laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Close]; Linked 1).

YV-666 LIGHT FREIGHTER

Slab-sided and imposing, Corellian Engineering Corporation's YV-666 light freighter is a radical departure from the company's traditional styling principles. Introduced decades ago, this large, square-shouldered ship has steadily gained a reputation as a steady, durable, easy-to-fly freighter that can withstand incredible amounts of hard usage. Designed initially as a long-range hauler, the YV-666 carries a surprising amount of cargo in its modular, environmentally sealed cargo holds. Thanks to its considerable fuel tanks and capacious holds, this ship just might be the most efficient way to ship goods to the far reaches of the galaxy.

Larger than CEC's popular YT-series freighters, the YV-666 pushes the boundaries of what is normally considered a light freighter. It has a tall, narrow, vaguely trapezoidal hull with three interior decks and no visible viewports. A long, reinforced fantail extends the keel from the lowest deck and is home to the ship's Quadex SuperNova II power core, a pair of high-output CEC Evader-GT ion drives, repulsorlift systems, and two broad, variable-pitch, swept wings with downward-cranked tips. The ship's small flight deck is in the far-forward compartment of the top deck and features a unique windowless cockpit that uses high-resolution holoprojectors to give the pilot a 180-degree view of their surroundings. While it is not designed for frontline combat, this ship does mount a pair of light lasers in a forward mount and a retractable quad laser turret for defensive purposes.

USING THIS VEHICLE

Unlike most of the galaxy's light freighters, the YV-666 houses blocky, contiguous cargo holds rather than several smaller cargo bays. Since the partitions between the holds can easily be adjusted or removed, particularly clever PCs may look to store awkward or bulky equipment or even vehicles within. Although the GM should not hesitate to enforce reasonable limits, they should not be too quick to penalize this thinking, as this cargo capacity is one of the YV-666's selling features.

It should also be noted that much of the YV-666's durability comes from its healthy hull trauma threshold. While GMs may recoil at this figure, they should not forget repairs should be neither easy nor free. With each point of hull trauma costing roughly 500 credits to restore, and repairs taking time measured in days or weeks, GMs concerned with balance should remember that PCs pay a literal price for the YV-666's resilience. This can help keep PCs hungry for more jobs.

ADVENTURE AND ENCOUNTER SEEDS

- Due to heavy air defenses, Rebel SpecForce operatives and their equipment insert via high-altitude repulsor-chute drop. Whether the PCs are the freighter crew or the operatives, the drop becomes far riskier as TIE fighters scramble to shoot the freighter down!
- After demonstrating some hot-shot piloting, a PC is invited to a flying challenge broadcast live on the HoloNet program *Full Throttle*. Their challenge is to

fly a sluggish YV-666 through a tight obstacle course. Should they make it through, the prize is a series of high-end ship upgrades from the program's sponsors.

YV-666 LIGHT FREIGHTER

4	3	-2	DEF. FONE/PORT/STARGARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 - - 1	3
			INT THRESHOLD	SS THRESHOLD
			30	12

Hull Type/Class: Freighter/YV-666.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Short.

Ship's Complement: One pilot, one co-pilot.

Encumbrance Capacity: 200.

Passenger Capacity: 6.

Consumables: Three months.

Price/Rarity: 132,000/6.

Customization Hard Points: 6.

Weapons: Dorsal retractable quad laser cannon turret (Fire Arc All Dorsal; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

HOUND'S TOOTH

A heavily modified YV-666, the *Hound's Tooth* is as imposing, deadly, and durable as its owner, Bossk. The bounty hunter has owned this ship since the days of the Clone Wars, which has given him time not just to install upgrades, but also to make the ship his trophy collection, his training facility, and truly his home.

Bossk is not one for subtlety. Most of his ship's modifications are straight upgrades on the YV-666's versatile frame. By bolting on thick hull plating, integrating stolen experimental shields, and welding in internal bracing, Bossk has made the *Hound's Tooth* as tough as a Trandoshan. A concussion missile launcher adds offensive punch, while an ion cannon serves to incapacitate target vessels for boarding.

Bossk keeps the *Hound's Tooth* as close to the hot and humid environment of his jungle homeworld as the life support systems can manage. Those who have been aboard and survived complain of the putrid stench, no doubt from Bossk's "artistic" interest in skinning. Most of the cargo space has been converted for Bossk's purposes. Four magnetically sealed holding cages are protected by a motion-sensitive force field, providing double security on prisoners. The most extensive customization is on the upper deck, where the entire upper hold has been converted to house a single Z-95-AF4 starfighter called the *Nashtah Pup*.

Bossk has installed an X10-D droid brain to allow him to operate the ship's system via voice command. The droid brain also runs the ship's internal sensors and security systems. When the ship is in security mode, a series of shock panels, neural stunners, and gas systems provide a plethora of defenses against interlopers.

USING THIS VEHICLE

Above all, the *Hound's Tooth* can endure. With Bossk at the controls, a hostile encounter with it generally begins with an ultimatum. Should his fearsome reputation fail, he fights to disable his target rather than destroy it. This is generally done with the ion cannon, but given his ship's strong hull, Bossk is not above ramming should it come to it. Bossk has little need for crew, but should the PCs impress him as allies, he could lend them the controls while he takes to the *Nashtah Pup*.

The *Hound's Tooth* can also serve as an atmospheric adventure location. With its macabre displays of skins and other trophies, treacherous security system, and integrated droid brain, GMs can easily turn an encounter aboard the ship into a survival-horror adventure. The ship's Trandoshan programming means it is without mercy, and interlopers can expect anything from poison gas and electric shocks to sudden venting of atmosphere into space.

ADVENTURE AND ENCOUNTER SEEDS

- Bossk invites the PCs aboard the cavernous *Hound's Tooth* to offer them positions in the Bounty Hunters' Guild. He is not ready to take "no" for an answer.
- While on their way to deliver a bounty, the PCs are interrupted by a concussion missile fired across their bow. As he readies the *Hound's Tooth's* other weapons, Bossk demands that they transfer the prisoner to him.
- The PCs discover the *Hound's Tooth* empty while Bossk scouts out his next quarry. If they board, they face a series of traps and auto-defenses. Worse yet, the Trandoshan returns, furious at the intruders—but potentially impressed by their aptitude for survival.

HOUND'S TOOTH

4	3	-2	DEF. FORT. / PORT / STARDUST / AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	3 - - 2	4
			HP THRESHOLD	SS THRESHOLD
			34	16

Hull Type/Class: Freighter/Modified YV-666.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 1.5, Backup: Class 6.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: One pilot.

Encumbrance Capacity: 50.

Passenger Capacity: 4 (prisoners).

Vehicle Complement: One two-seater Z-95-AF4, the *Nashtah Pup* (see page 73).

Consumables: Three months.

Price/Rarity: 415,000 (R)/10.

Customization Hard Points: 6 (3 available).

Weapons: Dorsal retractable quad laser cannon turret (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Forward-mounted medium ion cannon (Fire Arc Forward; Damage 6; Critical 4; Range [Short]; Ion).

Forward-mounted concussion missile launcher (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Blast 4, Breach 4, Guided 3, Limited Ammo 6, Slow-Firing 1).

SPECIAL RULES

X10-D Droid Brain: The droid brain can perform Piloting checks for the *Hound's Tooth* with a Piloting (Space) skill of 3 and an Agility of 0. It may be commanded via comlink with an authorized voiceprint.



YV-929 LIGHT FREIGHTER

A rarity among the Corellian Engineering Corporation's YV-series, which primarily consists of cargo vessels, the YV-929 was designed from the keel up as an armed transport. Classified as a light freighter similar to the popular YT series, the YV-929 is a bulky, heavily armed and armored transport vessel designed to operate in hostile areas of space without escort. Unlike the iconic saucer-shaped ships that typically come from CEC's shipyards, the YV-929 is a hard-edged, slab-sided ship described as a "flying brick" by those familiar with it.

Embarking upon a markedly different design philosophy than usual, CEC sought to offer a complete vessel with little to no need for upgrades. Not since the YT-1250 has a CEC vessel been so lacking in customization. The YV-929 carries a wide array of laser and ion weaponry, as well as several concussion missile launchers, and its shields are exceedingly resilient for a ship of its size. Its powerful drives provide immense thrust, propelling it to speeds surprising in so bulky a ship, while its cargo holds are respectable despite its many militarized systems.

A number of these vessels have fallen into Alliance hands to be used as blockade runners and gunboats. While this has angered Imperial officials, who have imposed numerous sanctions on CEC, the company continues to sell these ships to anyone with the credits. As YV-929s have been an instant hit among private military companies, high-risk cargo services, and "independent security professionals," CEC makes more than enough profit to justify paying its fines and legal fees.

USING THIS VEHICLE

A freighter in name only, the YV-929 is a military vessel in civilian clothing. Although it is equipped with side- and rear-facing armaments, most of its firepower is forward facing. In combat, the ship is best flown more like a gunboat than a freighter. Rather than hang back and engage with turret weapons, most YV-929 captains fight to keep the ship's target within its front arc, using the Stay on Target maneuver or the Gain the Advantage action. With the ship's solid defenses mitigating some of the return fire, battle-hardened crews find that a few direct hits with concussion missiles usually win the battle before the YV-929's structural integrity can be breached.

PCs going up against a YV-929 face a difficult foe. While its many weapons should give attackers pause, this armed transport has only one aft-facing weapon. Remaining in the YV-929's rear arc can greatly decrease incoming fire.

ADVENTURE AND ENCOUNTER SEEDS

- Local authorities decree that the PCs' YV-929 is too heavily armed and impound the vessel. Attempts to persuade or negotiate with the authorities to get the ship out of lockdown are possible, but since ownership of a YV-929 is now illegal in the eyes of local officials, the PCs risk being labelled as pirates—or worse, Rebels.
- With pirate attacks increasing across the sector, the PCs are offered a job escorting a convoy of weaker merchant vessels through the Outer Rim. The reward, a percentage of the total profits, encourages the PCs to safeguard as many transports as possible.

YV-929 LIGHT FREIGHTER

4	3	-1	2	-	-	1	4
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBORD/AFT	WE. THRESHOLD		SH. THRESHOLD	
				23		15	

Hull Type/Class: Armed Transport/YV-929.
Manufacturer: Corellian Engineering Corporation.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Medium.
Ship's Complement: One pilot, one co-pilot, two gunners.
Encumbrance Capacity: 80.
Passenger Capacity: 6.
Consumables: Six months.
Price/Rarity: 380,000 credits/6.
Customization Hard Points: 1.
Weapons: Two triple light blaster cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 4; Critical 4; Range [Close]; Linked 2).
 Turret-mounted twin light ion cannon (Fire Arc Forward and Port and Starboard; Damage 5; Critical 4; Range [Close]; Ion, Linked 1).
 Two forward- and one rear-mounted concussion missile launchers (Fire Arc Forward or Rear; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 10 [each], Linked 1).





CRUISERS AND FRIGATES

Cruisers, frigates, corvettes, and comparably sized vessels fill a variety of roles, both civilian and military. In navies, these ships serve an important purpose, occupying the niche between swarms of small starfighters and massive, lumbering capital ships. Merchant cruisers are more durable, and potentially more heavily armed, than freighters, which stands them well against pirates and other threats. Frigates and corvettes are the transport of choice for diplomatic delegations and other notable personages.

ARQUITENS-CLASS LIGHT CRUISER

Known colloquially as the Imperial light cruiser, the Imperial Navy's *Arquitens* class is its premier light multipurpose cruiser. Descended from the Republic Navy's *Arquitens* class, which served so well during the Clone Wars, this new ship shares little aside from a class name and basic hull shape with its predecessor. As part of a service-life extension program, the newly created Imperial Navy recalled all the old *Arquitens*-class ships still on duty to the dry docks at Kuat Drive Yards. There, the ships received an extensive overhaul, boosting their speed, agility, combat ability, power output, and other systems to bring them more in line with the Imperial Navy's order of battle. When the new *Arquitens*-class ships were delivered to the Navy, they were faster, tougher, and sleeker than before; hitting harder and able to withstand more punishment.

Arquitens-class cruisers have a broad, flat, kite-shaped hull with three powerful main engines mounted aft in a horizontal housing. They have docking ring at the port and starboard points of the hull and a squat, rectangular bridge tower mounted just forward of the engines. The forward third of the ship's hull splits into two spars, between which lies the vessel's small supply of fighters and shuttles. Two large turbolaser batteries dominate the dorsal side of the hull, and they are matched by another pair on the ventral side. These batteries, along with smaller laser batteries and ordnance launchers, give the *Arquitens* class excellent offensive and defensive capabilities.

USING THIS VEHICLE

In the Imperial Navy's order of battle, *Arquitens* vessels fill several roles. These fast and useful cruisers can be encountered alone or in small formations as patrol ships, convoy escorts, blockade ships, and support ships for larger command cruisers.

In combat, most of the *Arquitens*'s weaponry fires in pairs. The main turbolasers shoot in alternating pairs to allow for continual turbolaser fire on a target, and the missile launchers shoot in alternating pairs as well. The ship's eight quad laser cannons can pair up against large numbers of enemy fighters, but against hard-to-hit ships, the cannons could operate in minion groups of four.

While the standard complement of fighters is three TIE/ln fighters or TIE/sa bombers, GMs can swap those fighters out for any TIE-series fighter. The GM can also use the cruiser's two hard points to add a Retrofitted Hangar Bay, tripling the number of fighters it can carry.

ADVENTURE AND ENCOUNTER SEEDS

- An *Arquitens*-class cruiser with a retrofitted hangar bay has just come out of dry dock and travels at sublight speeds to a nearby station to receive its complement of fighters. During that narrow window, the ship lacks fighter cover and is vulnerable to bomber attack.
- The PCs are hauling a load of critical medical supplies to a hidden asteroid base, and the only clear path is blocked by an *Arquitens*-class cruiser. They must run past the ship or traverse the dangerous asteroid field to deliver the needed cargo.

ARQUITENS-CLASS LIGHT CRUISER

6	3	-2	2	2	2	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/NET	ARMOR			
			WT THRESHOLD	CSS THRESHOLD			
			60	45			

Hull Type/Model: Light Cruiser/*Arquitens*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 750 officers, pilots, and enlisted crew.

Starfighter Complement: Three TIE-series starfighters, two TIE-series bombers, or one *Sentinel*-class landing craft.

Vehicle Complement: Assorted landspeeders, small shuttles, and ship's boats.

Encumbrance Capacity: 1,200.

Passenger Capacity: 100.

Consumables: Three months.

Cost/Rarity: 5,000,000 credits (R)/5.

Customization Hard Points: 2.

Weapons: Two dorsal and two ventral turret-mounted twin light turbolaser batteries (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Four port and four starboard quad laser cannons (Fire Arc Port or Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Four forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Slow-Firing 1).

Forward-mounted medium tractor beam emitter (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 4).



ASSAULT FRIGATE MARK II

Early in its inception, the Rebel Alliance bolstered its naval assets by retrofitting old Republic-era warships such as *Dreadnought*-class cruisers. The modifications reduced the number of personnel required to operate the warship considerably, improved the vessel's maneuverability and speed, all while maintaining the original *Dreadnought*'s considerable armament. The result is a series of capital ships that can outmaneuver Star Destroyers and even threaten them in two- and three-on-one engagements.

The Mk II series bears little resemblance to the old *Dreadnoughts* from which it was derived. Much of the *Dreadnought*'s structure was altered or outright removed to improve maneuverability and speed. This diminished the Assault Frigates' ability to endure damage, so a potent shield system was installed to help compensate for the loss in durability. In addition to internal hangars for shuttles, ship's boats, and speeders, Assault Frigates have one dedicated mount on the dorsal hull for a dedicated assault shuttle or freighter to be used for away teams or boarding parties.

Thanks to a large array of turbolaser batteries, the Assault Frigate Mk II can engage enemy capital ships well above its weight class. This is analogous to the Rebellion as a whole: a smaller force able to take on and defeat a larger one. As such, the Assault Frigate Mk II is becoming a mainstay of Alliance operations.

USING THIS VEHICLE

Mk II Assault Frigates serve in a variety of roles in the Alliance Fleet. Many serve as command ships in far-flung sectors in the Outer Rim, normally escorted by a support fleet. Others serve as escorts for larger command ships, or as protectors for ground bases and space stations. The Alliance maintains a task force of Assault Frigates designated for "hit and fade" attacks against isolated Imperial warships, deployed with squadrons of starfighters as support.

An Assault Frigate could serve as a central command post for a group of Rebel operatives. It could also serve as a resource to call on for a Rebel cell that wants, or needs, to take on a particularly large Imperial target (such as a space station or warship).

ADVENTURE AND ENCOUNTER SEEDS

- A task force of Rebel Assault Frigates has suffered losses on its last two missions. An unidentified transmission during a battle points to a saboteur aboard. Can the PCs catch the spy before the next battle or an even greater act of sabotage?
- The Empire has discovered the location of a Rebel shipyard currently retrofitting a Mk II Assault Frigate. The ship needs to get its engines and hyperdrive online to make its escape. Repairs must be completed in short order, or the Empire's arrival somehow delayed.



ASSAULT FRIGATE MARK II

7	3	-1	4	3	3	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/AFT				ARMOR
			WT THRESHOLD				ST THRESHOLD
			84				42

Hull Type/Model: Frigate/Assault Frigate Mark II.

Manufacturer: Rendili StarDrive.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes

Sensor Range: Medium.

Ship's Complement: 4,820 officers and enlisted crew.

Starfighter Complement: Three starfighters or one shuttle/landing craft.

Vehicle Complement: Assorted landspeeders, small shuttles, and ship's boats.

Encumbrance Capacity: 5,800.

Passenger Capacity: 100 troops.

Consumables: 1.5 years.

Cost/Rarity: 12,250,000 credits/6.

Customization Hard Points: 2.

Weapons: Five forward-, five port-, and five starboard-mounted medium turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Five forward- and five aft-mounted light quad turbolasers (Fire Arc Forward, Port and Starboard or Aft; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Five forward-, five port-, and five starboard-mounted heavy laser cannons (Fire Arc Forward or Port or Starboard; Damage 6; Critical 3; Range [Short]).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.



BRAHA'TOK-CLASS GUNSHIP

Straddling the line between corvette and gunboat, the *Braha'tok*-class gunship is a recent addition to the Rebel Alliance Fleet. Smaller than a Corellian Engineering Corporation CR90 corvette, this vessel was designed by the Dorneans as a dedicated anti-starfighter platform. When Dornea joined the Rebel Alliance in the wake of the Battle of Yavin, they brought with them a number of these potent little ships, which have made quite an impression on Alliance Navy brass. Typically deployed in pairs, *Braha'tok*-class ships are an absolute terror to small craft and can even present a danger to smaller capital ships. They can easily handle large swarms of TIE-series fighters, and the Imperial Navy has come to grudgingly respect their capabilities.

Braha'tok-class ships are narrow, oddly proportioned vessels with a passing resemblance to CR90 corvettes. Extremely heavily armed for vessels of their size, they have a standard loadout that is a mix of concussion missiles, proton torpedoes, and accurate quad laser cannons. They also mount a pair of twin light turbolasers for anti-ship combat, although given their light armor and relatively poor handling, they are not cut out for extended firefights with large vessels. While their armor protection leaves much to be desired, their hull is extremely durable, and they are fitted with powerful, quick-cycling shield generators to protect them from rapid-fire starfighter weapons.

USING THIS VEHICLE

Braha'tok-class gunships serve as screening vessels, protecting larger command ships from starfighter and corvette attacks. The *Braha'tok* uses its quad lasers against enemy fighters in minion groups while directing its main weapons against corvette or frigate opponents.

The *Braha'tok* gunship can serve as a mobile base of operations, allowing the PCs to face off against larger threats. Its small starship carrying capacity can be expanded with the proper modifications, allowing a larger number of fighters or a small freighter to be transported along with it.

ADVENTURE AND ENCOUNTER SEEDS

- A pirate captain uses a *Braha'tok* gunship to raid shipping lanes in the Outer Rim. One of the destroyed ships belonged to the PCs' ally or benefactor, who vows revenge against the pirates.

BRAHA'TOK-CLASS GUNSHIP

5	3	-1	DEF. FIRE (PORT/STARBOARD/AFT)				ARMOR
SILHOUETTE	SPEED	HANDLING	2	1	1	1	4
			HIT THRESHOLD				SS THRESHOLD
			46				25

Hull Type/Model: Corvette/*Braha'tok*-class.

Manufacturer: Dornean Braha'ket Fleetworks Conglomerate.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 70 officers and enlisted crew.

Starfighter Complement: 2 mounted to ventral hull.

Encumbrance Capacity: 300.

Passenger Capacity: 15.

Consumables: Eight months.

Cost/Rarity: 1,400,000 credits (R)/6.

Customization Hard Points: 3.

Weapons: Two forward-mounted proton torpedo launchers (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 3, Slow-Firing 1).

Four forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Limited Ammo 3, Slow-Firing 1).

One port- and one starboard-mounted twin light turbolaser (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Four dorsal and four ventral turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

CANTWELL-CLASS ARRESTOR CRUISER

During the formative years of the Empire, the Department of Imperial Justice and the Navy sought funding for a warship specialized for capture operations. Each branch saw the usefulness of a ship designed to ensnare pirates, smugglers, and dissidents for public trial. The program was approved, and after a three-year development and testing period, the first *Cantwell*-class cruiser emerged from the Kuat shipyards.

The Arrestor cruiser, as it is commonly known, is a dedicated capture-vessel, designed to pin down and incapacitate suspect freighters, frigates, and cruisers. The ship has a narrow arrowhead silhouette; unlike other Imperial designs, the tip of the arrow is at the stern of the ship. The tapered reverse-delta frame ends midway along the hull, leaving the front half of the ship long and narrow. The Arrestor cruiser has two large docking bays located amidships, each holding a squadron of fighters along with shuttles for the ship's stormtrooper complement to board disabled craft.

Arrestors are equipped with three powerful RT-17 repulsor-tractor beam emitters—one at the bow of the ship and one at each end of the midship frame. These large emitters allow the Arrestor to capture and draw in vessels or push them away to an ideal distance for the Arrestor's heavy ion cannons to incapacitate the suspect ship. With these capabilities, these cruisers are a fearsome sight to any wanted criminal and those who are hauling illicit cargo.

USING THIS VEHICLE

During capture operations, the Arrestor chases down fleeing vessels, only needing to maintain a distance of long range to bring its powerful tractor beams to bear. The Arrestor can either pull a trapped ship in to disable it with its ion cannons, or keep it at long range and allow fighter squadrons to pick it apart. If pressed, the Arrestor relies on its own starfighters for defense and fires its laser cannons in minion groups against enemies that swarm around it.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are pulled out of hyperspace by an *Interdictor*-class cruiser (see page 137), with an Arrestor waiting to capture any vessels that appear. The PCs must talk, run, or fight their way out of this devious Imperial trap.

CANTWELL-CLASS ARRESTOR CRUISER

7	2	-2	2	2	2	1	4
SILHOUETTE	SPEED	HANDLING	DEF. FWD./PORT/STARBOARD/AFT	UNKNOWN			ARMOR
			NT THRESHOLD				CS THRESHOLD
			66				40

Hull Type/Model: Cruiser/*Cantwell*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 2,770 officers, pilots, and enlisted crew.

Starfighter Complement: 24 starfighters.

Vehicle Complement: Various shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 4,050.

Passenger Capacity: 144 troops.

Consumables: One year.

Cost/Rarity: 2,200,000 credits/8.

Customization Hard Points: 1.

Weapons: One port, one starboard, and one ventral turret-mounted twin heavy ion cannon (Fire Arc Forward and Port or Forward and Starboard or All; Damage 7; Critical 4; Range [Medium]; Ion, Linked 1, Slow-Firing 1).

Three forward-, three port-, three starboard-, and three aft-mounted light laser cannons (Fire Arc Forward or Port or Starboard or Aft; Damage 5; Critical 3; Range [Close]).

One forward-, one port-, and one starboard-mounted RT-17 repulsor-tractor beam emitter (Fire Arc Forward or Forward and Port or Forward and Starboard; Damage —; Critical —; Range [Long]; Tractor 6).

ADDITIONAL RULES:

RT-17 Repulsor-Tractor Beam Emitters: The Arrestor cruiser mounts three powerful RT-17 repulsor-tractor beams. On the tractor beam gunner's turn, they may move a captured target one range band toward or away from the Arrestor cruiser, to a maximum of long range. Upgrade the difficulty of Piloting checks to escape the tractor beam for each additional RT-17 locked on after the first.





CR90 CORVETTE

A versatile light capital ship, Corellian Engineering's CR90 corvette is a small, multipurpose vessel popular with both military and civilian organizations. Long and sleek, the "Blockade Runner" has a distinctive, wasp-waisted profile with a narrow midships section flanked by a massive bank of eleven ion turbine engines aft and a broad, hammerhead bridge and crew section forward. This vessel is remarkably fast and agile for its size. The CR90 benefits from CEC's modular design philosophy. It can be configured as a troop carrier, cargo hauler, passenger liner, consular ship, or even a heavily armed escort vessel.

In their standard configuration, these corvettes mount a pair of twin medium turbolasers in dorsal and ventral midships turrets as their main weapons. Along with these are four light turbolasers, two to a side, mounted dorsally in turrets on the midships hull section. Thanks to their modular nature and high-power output, CR90s can mount two to three times as many weapons without sacrificing any performance, which makes them well suited to running blockades and acting as heavy escorts for cash-strapped militaries. Their price, versatility, and ostensible position as civilian transport vessels make CR90 corvettes extremely attractive to the Rebel Alliance. Many of these vessels serve in Alliance fleets, filling multiple roles and often carrying contraband to and from worlds where their presence rarely causes alarm. The Empire has become aware of this trend, and uses any excuse it can to stop CR90s to ensure that they are not being used to aid and abet the Rebellion.

USING THIS VEHICLE

Due to its popularity and multi-role flexibility, the CR90 is a common sight among traders, smugglers, militaries, and even some pirates. Very few Alliance fleets operate without at least one of these ships serving as escorts, command ships, or blockade runners. Most Alliance relief missions to beleaguered worlds are conducted with a well-armed and modified CR90.

Given their ample modification capacity, CR90s may be encountered with reinforced shields, higher-output turbines, additional armaments, and even small hangar bays. With their modest crew size, CR90s serve as notable command ships and mobile bases of operations for PCs.

The CR90 is tough but by no means invincible. Alone, it is swiftly overwhelmed if engaged by an Imperial Star Destroyer. The CR90's best tactic is to reinforce the aft shields and attempt to escape.

ADVENTURE AND ENCOUNTER SEEDS

- A CR90 carrying the Alliance Minister of Industry was forced down on a desolate and nearly inhospitable world. The PCs must locate the Rebel corvette in the ionized atmosphere, attempt repairs, and escape from the world before the Imperial warship in orbit can find and destroy them.
- A pirate crew with a modified CR90 has raided a dozen worlds in recent weeks, overpowering local security forces, landing and pillaging communities, and taking off before more formidable defenders arrive. A bounty is out on the corvette, to be paid when proof of the ship's destruction is provided.

CR90 CORVETTE

5	3	-1	2	1	1	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/MT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			50				25

Hull Type/Model: Corvette/CR90.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: None.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 30 to 165 depending on configuration.

Encumbrance Capacity: Up to 2,500 depending on configuration.

Passenger Capacity: Up to 600 depending on configuration.

Consumables: One year.

Cost/Rarity: 1,200,000 credits/5.

Customization Hard Points: 4.

Weapons: One dorsal and one ventral turret-mounted twin medium turbolaser battery (Fire Arc All; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Two port and two starboard turret-mounted light turbolasers (Fire Arc Port and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).



C-ROC GOZANTI-CLASS LIGHT CRUISER

Having seen decades of service by the time of the New Order, the venerable *Gozanti*-class is beginning to show its age. As a result, the Corellian Engineering Corporation launched a midlife upgrade program to breathe new life—and new profitability—into the platform. The shipyard-standard upgrade, dubbed “Configuration-Restored Operational Capacity,” or C-ROC, is meant to elevate the *Gozanti* class to its original designer’s vision. Whereas the original was deliberately kept slow to assuage Republic inspectors concerned that it would be turned to piracy, the C-ROC has three extra engine turbines to bring its top speed back into line with that of other freighters and transports. An extended prow, a bridge module, and outrigger cargo racks soften the original *Gozanti*-class design’s sharp edges. As a midlife upgrade, the C-ROC surpasses almost all capabilities of the original *Gozanti*. Although deprived of military-grade sensors and ordnance launchers, the C-ROC boasts superior or equivalent performance in all other metrics.

CEC initially offered this upgraded class to the Imperial Navy, pointing out the benefits of common spare parts and crew training with *Gozanti*-class assault carriers. Despite their pitch, CEC lobbyists failed to convince the Navy’s top brass to buy into the self-defending logistics platform. The C-ROC did not fit into the Empire’s new logistics doctrine of massive, escorted transport ships such as the *Eta*-class supply barge. Instead, CEC turned to civilian buyers.

Aimed primarily at high-risk transportation services companies, the C-ROC is popular among Outer Rim customers. The C-ROC’s expanded engines have made the vessel an instant hit with pirates and smugglers, pitting C-ROCs against Imperial *Gozanti* cruisers as criminal elements challenge Imperial patrol ships.

The C-ROC’s enhanced speed suits not only pirates, but also mercenary groups. Having significant room for customization, thick armor, and rough-terrain landing capability, this ship can serve all-purpose privateers. By converting some of the C-ROC’s cavernous cargo space into barracks, a mercenary outfit can easily accommodate hundreds of soldiers.

USING THIS VEHICLE

With its heavy armor, large crew complement, and passenger accommodations, the C-ROC can serve as a great mobile base for the PCs’ benefactor or nemesis. Although the C-ROC is not as large as a true cruiser, its tighter corridors and compartments can make for intense close-quarters combat.

One possibility for GMs to consider is introducing an NPC as the owner of a standard *Gozanti*. A later upgrade from a base model to a C-ROC can demonstrate the rising wealth of an organization or individual.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs learn the Banking Clan is preparing to transfer a vault of priceless art from one world to another. The C-ROC ferrying the cargo runs under heavy escort, but a contact provides PCs an opportunity to infiltrate as crew members.
- The pirate vessel *Kimogila’s Maw*, a modified C-ROC, is a plague upon civilian shipping throughout the sector. Modified into a twisted reflection of the Imperial *Gozanti*-class TIE carrier, the *Maw* carries four Scyk interceptors (page 55), which it launches to incapacitate the party’s ship, likely when it’s full of lucrative cargo.

C-ROC GOZANTI-CLASS LIGHT CRUISER

5	3	-3	2	2	2	1	5
SILHOUETTE	SPEED	HANDLING	OFF-TIME/PORT/STARBOARD/REAR	HT THRESHOLD		SS THRESHOLD	
				55		40	

Hull Type/Class: Light Cruiser/*Gozanti*-class/C-ROC type.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 3, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Medium.

Ship’s Complement: One pilot, one co-pilot, one engineer, one comms/sensors operator, two loadmasters, and six gunners.

Encumbrance Capacity: 1,800.

Passenger Capacity: 20.

Consumables: Two months.

Cost/Rarity: 190,000 credits/8.

Customization Hard Points: 6.

Weapons: One dorsal and one ventral retractable turret-mounted quad laser cannon (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Two port and two starboard retractable twin heavy laser cannons (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).





DP20 GUNSHIP

Known colloquially as the "Corellian Gunship," the DP20 is designed from the keel up as a pure, single-purpose military vessel. Built by CEC for the fleets of the Galactic Republic, the DP20s are deployed in response to increased threats from both droid starfighters and rogue bands of pirates fielding fleets of secondhand snubfighters. Composed of three hull sections strung along a single long, reinforced multidecked corridor, this ship is powered by an oversized ionization reactor that gives it significant speed.

Bristling with turbolasers, quad laser turrets, and concussion missile launchers, these ships are dedicated starfighter killers. Heavily armed and shielded to protect against massed fighter attacks, they are equipped with powerful targeting computers that allow the weapons to track fast and agile starfighters. This means that Corellian Gunships are consummate anti-starfighter and anti-capital ship vessels.

Despite their utility, few of these ships see active duty with the Imperial Navy of today. The Empire prefers to handle starfighter attacks by launching an overwhelming number of TIE fighters against the enemy. The Imperial Quartermaster Corps retired and mothballed many of the DP20s that remained in service after the Clone Wars, relegating the remaining ones to distant sectors or those with low strategic value. This gave the Rebel Alliance, and other independent organizations, the opportunity to steal several DP20s from the boneyards they were consigned to.

USING THIS VEHICLE

The Corellian Gunship is a potent warship, able to take on ships larger than itself. Its eight turbolaser batteries fire as minion groups of two, only teaming up in groups of four to target hard-to-hit fightercraft. The ship's quad laser cannons fire in groups of three to better score repeated hits on enemy fighters, and they can easily destroy most fighters in a single attack, should they score multiple hits. The fast-loading missile launchers can target individual ships, sending volleys of missiles out at enemy fighters, patrol boats, and corvettes.

The DP20 keeps its shield facings balanced when attacked by fighters, but when going up against enemy warships, the gunship moves the excess defense to the facing closest to the target. It keeps at least one defense on each facing to have some protection, unless there are no enemy fighters to be concerned about or if the target is particularly dangerous.

ADVENTURE AND ENCOUNTER SEEDS

- The Empire has laid a trap in a boneyard; it has leaked information that a DP20 is waiting to be decommissioned. The PCs are sent in by their benefactors to steal the DP20, since the gunship appears to be vulnerable to theft. On board, a squad of elite stormtroopers lie in shielded compartments waiting to ambush any shipjacks.
- The PCs are aboard a DP20 at the start of a battle. A crew member (secretly an Imperial double agent) suddenly assassinates the gunship's captain and flees the bridge, sending the ship's crew into chaos. The PCs need to take command of the vessel as well as hunt down the double agent before the agent can further sabotage the ship.

DP20 GUNSHIP

5	3	-1	2	1	1	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/AFT	WE THRESHOLD		SS THRESHOLD	
				50		25	

Hull Type/Model: Frigate/DP20.

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 91 officers and enlisted crew.

Encumbrance Capacity: 300.

Passenger Capacity: 0.

Consumables: Eight months.

Cost/Rarity: 3,200,000 credits/6.

Customization Hard Points: 1.

Weapons: Eight turret-mounted twin light turbolaser batteries (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Six retractable turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close], Accurate 1, Linked 3).

Two port and two starboard concussion missile launchers (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]; Breach 4, Blast 4, Guided 3, Slow-Firing 1).



DREADNOUGHT-CLASS HEAVY CRUISER

Although considered old and outdated at the outbreak of the Clone Wars, Rendili StarDrive's *Dreadnought*-class heavy cruiser is still regarded as one of the more capable vessels of its class and size in use today. Designed with heavy space combat and planetary occupation in mind, this powerful ship has served both the Imperial and the Rebel Alliance navies as a workhorse cruiser. It fills a number of roles and is typically employed in missions that larger vessels cannot or will not undertake. It can carry a single squadron of starfighters in a dedicated hangar, a feature that is extremely attractive to the Rebel Alliance, whose commanders rely heavily on fighter tactics.

Dreadnoughts carry an impressive number of medium and light turbolasers. For anti-starfighter defense, ten heavy laser cannons line the broadsides of the ship's hull. While the cruiser's shields are minimal, its hull is thoroughly armored, and can take a considerable amount of punishment.

Although once quite common, *Dreadnoughts* are becoming increasingly rare as they succumb to fatigue, accident, combat, and parts scarcity. Given their large crew requirement and antiquated systems, *Dreadnoughts* are often simply left to deteriorate in shipyards or in orbit above planets when they break down, as the Empire considers them not worth the price of repair. This doesn't stop the Alliance from salvaging and refitting them, however; many a former Imperial *Dreadnought* has found a new home in the Alliance Fleet.

USING THIS VEHICLE

The *Dreadnought* cruiser can be found defending Imperial worlds and stations or serving as the centerpoint of an Alliance battle group. With its capacity for a squadron of fighters, it can serve as a base of operations for PC pilots.

In combat, the ponderous heavy cruiser attempts to move into position to fire broadsides at enemy vessels. The turbolasers and heavy laser cannons fire in minion groups of at least three to have a higher chance of hitting smaller and faster enemy fighters and gunboats. The *Dreadnought's* starfighters are deployed to defeat enemy bombers while the cruiser provides cover.

The *Dreadnought* is rather customizable for such a ship. GMs can use these hard points to improve the cruiser's shields, engine speed or hyperdrive, or to boost other ship systems.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are visiting an abandoned Republic supply depot when a *Dreadnought* cruiser emerges from hyperspace, damaged and broadcasting a distress call to any Republic forces. The cruiser bears Republic markings, and if contacted, the young clone troopers on board know nothing of the "Galactic Empire."
- The PCs are assigned to the *Enigma*, an allegedly haunted Alliance *Dreadnought* that first served during the time of the old Republic. The ship suffers power fluctuations, new parts mysteriously break or disappear, and crew have even gone missing. Some crew have claimed to see a ghost wandering the corridors. Is it an Imperial saboteur, or is the ship actually cursed?

DREADNOUGHT-CLASS HEAVY CRUISER

7	2	-2	1	1	1	1	7
SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/AFT	MT THRESHOLD			SS THRESHOLD
				100			40

Hull Type/Model: Heavy Cruiser/*Dreadnought*.

Manufacturer: Rendili StarDrive.

Hyperdrive: Primary: Class 4, Backup: Class 18.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 9,000 to 16,000 officers, pilots, and enlisted crew, depending on configuration.

Starfighter Complement: 12 starfighters.

Encumbrance Capacity: 7,500.

Passenger Capacity: 3,000 troops.

Consumables: One year.

Cost/Rarity: 7,200,000 credits/6.

Customization Hard Points: 4.

Weapons: Five forward and five aft twin medium turbolaser batteries (Fire Arc Forward, Port, and Starboard or Aft; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Ten port and ten starboard quad light turbolasers (Fire Arc Port or Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Five port and five starboard heavy laser cannons (Fire Arc Port or Starboard; Damage 6; Critical 3; Range [Short]).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.



EF76 NEBULON-B FRIGATE

Kuat Drive Yards' Nebulon-B frigate was one of the first capital ships deployed to Imperial fleets, coming into service alongside the first *Imperial*-class Star Destroyers. Designated an escort frigate by the Imperial Navy, this ship is typically assigned to roles considered beneath the expensive Star Destroyers, such as convoy escort, scouting, and picket duties. Long and deceptively fragile looking, the Nebulon-B consists of a multideck forward section mated to a bulky aft engineering section by a single thin spar.

The Nebulon-B carries a surprising amount of weaponry for its size, including a dozen turbolasers, numerous light laser cannons, and even a trio of tractor beams. It can also carry two squadrons of starfighters docked to the central spar. Together with heavy armor and sturdy shields, these make the Nebulon-B a formidable opponent. Much to the Imperial Navy's chagrin, a handful of these powerful frigates have fallen into the hands of the Rebel Alliance, whether through capture, salvage, or the defection of their officers and crews. In fact, they are one of the most common capital-class vessels fielded by the Alliance; many fleet actions fought by the Alliance include Nebulon-B frigates on both sides. At least one Imperial admiral has lamented that, just once, they would like to destroy a Rebel ship that the Empire didn't build.

USING THIS VEHICLE

Since the Nebulon-B is common on both sides of the Galactic Civil War, PCs might encounter one as an ally or an opponent. Patient captains stagger fire from the frigate's turbolasers to keep up a constant barrage against enemy capital ships. The Nebulon-B typically fights with its target in its forward arc to allow every turbolaser a clear shot.

Nebulon-Bs occasionally use their tractor beams to lock down smaller craft such as shuttles, for capture, or bombers, to give the Nebulon-B's gunners an easier shot at the fast-moving craft.

ADVENTURE AND ENCOUNTER SEEDS

- Alliance PCs are approached by a crew member on an Imperial Nebulon-B. The crew wants to mutiny and bring their warship over to the Alliance. They need help to overpower or outwit the frigate's command staff and stormtrooper complement.
- A bold Alliance commander wants to sneak their Nebulon-B frigate into an Imperial shipyard and launch a daring assault. To get past the outer picket defense ships, they need to capture or destroy an Imperial Nebulon-B, alter their Nebulon-B's transponder to match, and take the Imperial warship's place in an upcoming maintenance schedule.

EF76 NEBULON-B FRIGATE

6	3	-1	2	2	2	2	6
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
			INT. THRESHOLD				SS. THRESHOLD
			71				40

Hull Type/Model: Frigate/Nebulon-B.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 920 officers, pilots, and enlisted crew.

Starfighter Complement: 24 starfighters.

Encumbrance Capacity: 4,000, depending on configuration.

Passenger Capacity: 75 troops.

Consumables: Two years.

Cost/Rarity: 8,500,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Six port and six starboard retractable turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three starboard, three port, three forward, and three aft retractable turret-mounted light laser cannons (Fire Port or Starboard or Forward or Aft; Damage 5; Critical 3; Range [Close]).

Three forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6).



GOZANTI-CLASS ARMED TRANSPORT

The CEC/Gallofree Yards *Gozanti*-class armed transport is a cruiser-sized vessel used by numerous private and governmental organizations as a bulk cargo carrier and convoy escort. The Empire employs a modified version of this craft in a variety of transport roles as well. In this configuration, the *Gozanti* is often referred to simply as the "Imperial Freighter."

Gozanti-class cruisers are surprisingly heavily armed and armored. The transports in use by the Empire carry a pair of twin laser cannons mounted in dorsal and ventral turrets. While some civilian versions carry more armament, those extra weapons were removed on Imperial models to make room for a quartet of ventral-mounted heavy docking clamps. These clamps allow the *Gozanti* to carry a variety of vehicles into battle, and they serve as boarding chutes between the transport and any vehicle they carry. This versatility allows the *Gozanti* to serve as a heavy vehicle transport for ground assaults, or as a "pocket fighter-carrier" for spaceborne missions and ground attack operations.

These cruisers operate throughout the Empire, but they are more common in the Outer Rim, where larger freighters would be tempting targets for attack. These smaller armed freighters are better suited for moving and protecting cargo around the Empire's frontier. They serve as picket ships and escorts in shipping convoys, launching a quartet of TIE fighters when any raiders appear. While the Alliance has been able to retrofit and utilize the civilian version of the *Gozanti*, it has not been able to acquire many of the Imperial versions.

USING THIS VEHICLE

The *Gozanti*-class cruiser is encountered anywhere the Empire is moving cargo or troops. In space combat, it is loaded with up to four TIE/In fighters, or more advanced models in some instances. It launches its fighters and then moves in, bringing its heavy laser cannons to bear. The *Gozanti*'s high thresholds, armor, and shields give it sustainability in combat, allowing it to take several hits from attacking ships and ordnance, forcing attackers to deal with the cruiser's fighters or the transport itself.

In ground combat operations, the *Gozanti* transports a number of walkers into battle. The transport drops them off at a close yet safe distance, and then moves off to let the walkers assault their target. The *Gozanti* only moves into support range in extreme situations or if the walkers need to be retrieved quickly.

ADVENTURE AND ENCOUNTER SEEDS

- An Imperial lieutenant has located a criminal shadowport, one that the PCs frequent. Wanting to gain favor with their superiors, the lieutenant hastily orders a strike against the shadowport using a trio of *Gozanti*-class cruisers carrying TIE/In fighters and TIE/sa bombers.
- The PCs come across a damaged *Gozanti* in a remote Outer Rim system. They discover that the



crew was killed when the ship was bathed in cosmic radiation. This radiation corrupted its cargo, a dozen Viper probe droids, who activated and gunned down the crew. The PCs must deal with the renegade probe droids and the fact that Darth Vader himself wants the data they store, and has dispatched an agent to find the missing *Gozanti*.

GOZANTI-CLASS ARMED TRANSPORT

5	2	-3	2	2	2	1	5
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/NT	ARMOR	HT THRESHOLD	AS THRESHOLD	
					50	36	

Hull Type/Model: Armed Transport/*Gozanti*-class.
Manufacturer: Gallofree Yards Incorporated and Corellian Engineering Corporation.
Hyperdrive: Primary: Class 3, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.
Ship's Complement: One pilot, one co-pilot, one engineer, one comms/sensors operator, two loadmasters, and six gunners.
Vehicle Complement: Two All Terrain Armored Transports, two All Terrain Defense Pods, four All Terrain Scout Transports, or four TIE-series starfighters.
Encumbrance Capacity: 1,000.
Passenger Capacity: 12.
Consumables: One month.
Cost/Rarity: 200,000 credits/6.
Customization Hard Points: 4.
Weapons: One dorsal and one ventral retractable twin heavy laser cannon (Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).



HAMMERHEAD CORVETTE

Rendili StarDrive's *Sphyrna*-class corvette, more commonly called the "Hammerhead corvette," is a common sight in the galaxy's spacelanes. Based on a centuries-old Rendili Hyperworks design, this staid, workaday vessel has been in space for decades now. The Hammerhead is a big, bulky ship that was built to transport goods and people safely, comfortably, and without the need for escorts. It has a cylinder-shaped hull that contains a number of large modular cargo holds, external docking points for cargo containers, and an external cargo lift. The flight deck, crew berths, and passenger staterooms are in the angular, vertical bow, which gives the ship its notable visual profile and name. Three large, pylon-mounted ion engines dominate the ship's aft.

Hammerheads carry a respectable armament of heavy lasers and turbolasers. Their internal systems are easy to maintain and upgrade, and they are backed by numerous redundant systems. Given this and their powerful forward shields, Hammerheads are well suited for the hazards of space travel, even surviving accidental collisions with relatively little damage.

Most *Sphyrna*-class ships still in operation are in the hands of small private shipping companies. Thanks to their easily upgradable systems and their tough hulls, a few have found their way into pirate or smuggling fleets, where they have been highly modified with more powerful weapons and better cargo-handling systems. The Alliance has acquired a handful of these ships and is using them with great effectiveness against the Imperial Navy.

USING THIS VEHICLE

The Hammerhead corvette is best employed as a heavy attack ship, going up against enemy warships of similar size by itself or against larger ships while in groups. Pointing itself toward its target allows the Hammerhead to keep its strongest shields between it and its opponent and to stay aligned for a potential ram.

The corvette's most exciting feature is its use as a flying ram. The Hammerhead is specially designed for ramming attacks (see **Additional Rules** below). Common Alliance modifications for the Hammerhead are to add a second turbolaser battery and to upgrade the ship's ion engines for additional speed.

ADVENTURE AND ENCOUNTER SEEDS

- A shipping company owner down on their luck has a plan to use their starship, a Hammerhead corvette, to ram the Imperial Central Bank's aurodium vault for the Halla sector. The PCs may be hired to help for a piece of the take or simply caught up in the chaos as the robbery unfolds.
- An eccentric engineer wants to test the limits of the Hammerhead's ramming capability by designing a ship-sized vibroblade to be fitted to the front of a corvette. The PCs are asked (or assigned by the engineer) to help test the new device, but there may be unforeseen consequences of the innovative modification.

HAMMERHEAD CORVETTE

5	3	-1	3	1	1	1	4
SILHOUETTE	SPEED	HANDLING	DIR: FORWARD/PORT/STARBOARD/AFT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			50				25

Hull Type/Model: Corvette/*Sphyrna*-class.

Manufacturer: Rendili StarDrive.

Hyperdrive: Primary: Class 3, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 35 officers and enlisted crew.

Encumbrance Capacity: 2,000.

Passenger Capacity: 125.

Consumables: Six months.

Cost/Rarity: 1,000,000 credits/8.

Customization Hard Points: 4.

Weapons: Forward-mounted heavy laser cannons (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Linked 1).

Dorsal turret-mounted twin light turbolaser battery (Fire Arc All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

ADDITIONAL RULES

Designed to Ram: When a Hammerhead makes a head-on impact, it is always treated as a minor collision for this vessel and so subtracts 30 from the roll to resolve its Critical Hit. The enemy vessel always treats this as a major collision and adds 30 to its roll to resolve its own Critical Hit.

INDULGENT-CLASS LUXURY STARLINER

One of the largest, most exclusive, and most flamboyantly luxurious liners in production, Leonore Luxury Liners Incorporated's *Indulgent*-class starliner is a spacegoing monument to wealth and flagrant excess. A slow-moving vessel the size of a heavy cruiser, the liner sets the standard for luxury accommodations. To provide the ultimate space travel experience, its designers spared no expense in its building and outfitting; each ship is brimming with rare and exotic materials and is tailored to exceed each passenger's requirements.

The onboard amenities provided by these starliners are vast. Each ship features multiple restaurants, several cantinas offering a wide range of nightlife activities, an assortment of zero-g pools of various sizes, spas, health clubs, gymnasiums, and an opulent casino. Some *Indulgents* contain miniature amusement parks, and all house a state-of-the-art theater capable of presenting theatrical performances that rival those in the Uscru District of Coruscant.

The *Indulgent*-class vessels are a limited production run sold exclusively to large cruise line corporations. They are commonly seen in the more well-traveled Outer Rim spacelanes, where they cruise to several scenic areas. They dock at the more civilized ports for resupply and for shore excursions for passengers and crew. While they are susceptible to attack, these ships are not completely helpless. They mount sophisticated electronic countermeasures and a number of weapons to deal with all but the most persistent pirates, and they have a powerful HoloNet transceiver for sending emergency distress calls.

USING THIS VEHICLE

Indulgent-class starliners are places where the wealthy spend their credits and time off; they make tempting targets for pirates, smugglers, and con artists. They also serve as a backdrop for clandestine encounters between spies on all sides of the galactic conflict.

Combat against an *Indulgent*-class starliner is often a one-sided affair. Its armament is impressive for a starliner but is no match for a determined attack force. If one ship is attacking, the starliner orients all shields to that one facing to protect it from enemy fire. Its crew works each round to restore shields and repair hull trauma, and system strain.

The starliner's gunners fire as minion groups in pairs, attempting to disable enemy ships while the bridge sends out a distress call. If that call is received, assistance is usually only minutes away.

ADVENTURE AND ENCOUNTER SEEDS

- While the PCs are meeting with an agent aboard an *Indulgent* starliner, the ship comes under attack by a trio of pirate vessels. The pirates disable the starliner's transmitter, board the cruise ship, and begin to rob the passengers. If any resistance is encountered, the lead pirate captain threatens over the intercom to start killing passengers unless the troublemakers surrender.
- An *Indulgent* starliner suffers a critical drive failure and is drawn toward a pulsar. The PCs are the only ship around for several systems, and they are being hunted by the Empire. They must choose between helping the starliner and keeping their presence in the sector a secret.

INDULGENT-CLASS LUXURY STARLINER

7	1	-1	2	1	1	2	2
SILHOUETTE	SPEED	HANDLING	DEF. FORN/POINT/STANDARD/AFT				ARMOR
			HY THRESHOLD				SS THRESHOLD
			85				40

Hull Type/Model: Starliner/*Indulgent*-class.

Manufacturer: Leonore Luxury Liners, Incorporated.

Hyperdrive: Primary: Class 3, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 850 officers and crew.

Encumbrance Capacity: 3,200.

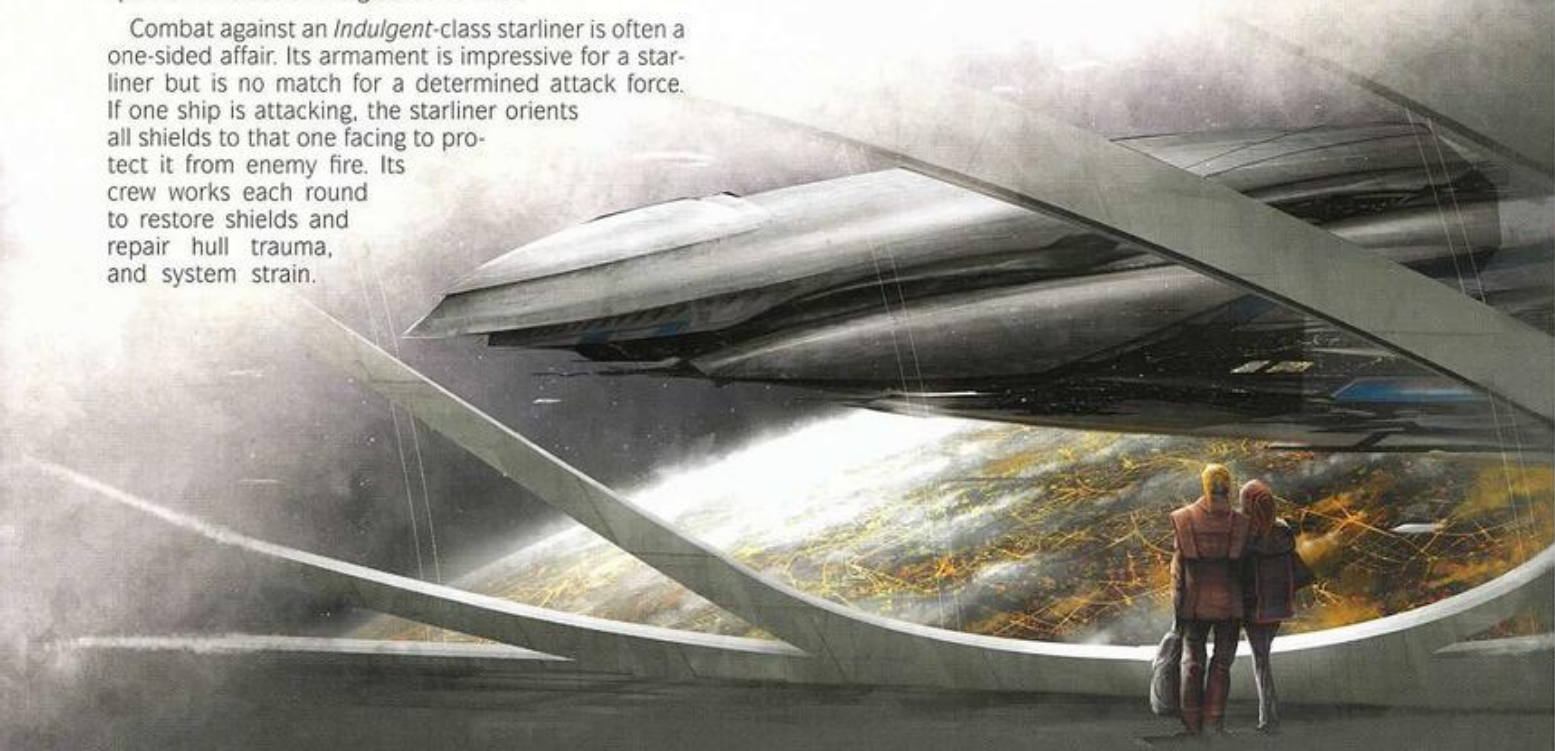
Passenger Capacity: 1,500 passengers.

Consumables: Six months.

Cost/Rarity: 25,500,000 credits/7.

Customization Hard Points: 1.

Weapons: Two dorsal and two ventral turret-mounted twin heavy ion cannons (Fire Arc All; Damage 7; Critical 4; Range [Medium]; Ion, Linked 1, Slow-Firing 1).



MARAUDER-CLASS ASSAULT CORVETTE

The reliable *Marauder*-class corvette is tried-and-true, having seen service in navies the galaxy over since the days of the Galactic Republic. Designed and built by Republic Sienar Systems, the Marauder was envisioned as a fast, flexible patrol and escort vessel. While this ship was initially slated for the Republic Navy, the Navy decided against it, and RSS was left with an unwanted design. Eventually, RSS sold the Marauder's production rights to the Corporate Sector Authority.

Today, the venerable Marauder corvette still sees service with numerous organizations in the Outer Rim. The Marauder has found a place with private security firms, mercenary companies, planetary governments, law enforcement agencies, and criminal cartels. The ship design is long and graceful with a heavily armored, wedge-shaped forward section and broad, downward-sloping wings aft above the drives. Thanks to its favorable power-to-mass ratio, the Marauder is relatively quick and agile for its size. With its good handling, its heavy armament of light turbolasers and tractor beams, and its ability to carry a squadron of fightercraft, this ship can hold its own against nearly anything in its class.

As a result of all these features, space is at a premium on board a Marauder corvette. Cargo space is minimal, and crew compartments are spare, cramped, and confining. These conditions can start to affect crew morale after a while without periodic opportunities for shore leave.

USING THIS VEHICLE

The Marauder is a "pocket warship," squeezing the armaments and features of frigates and light cruisers into a corvette-sized frame. The ship boasts powerful armaments that can blast enemy ships apart, and it carries a dozen fighters for establishing space superiority and for conducting bomber attacks.

In combat, the Marauder stands off at medium range, blasting targets with its forward-mounted turbolasers, saving the two pairs of turbolaser turrets for flanking ships and fighters that get too close. The ship's armor provides solid defense against starfighter cannons, but the ship cannot take sustained punishment from ordnance and turbolasers; *Marauders* rarely close with enemy warships if it can be helped. Any disabled ship is brought in close with the Marauder's tractor beams to allow the ship's troop complement to board and seize the target.

ADVENTURE AND ENCOUNTER SEEDS

- An Alliance PC with connections to the underworld is notified that a Marauder corvette from the Corporate Sector Authority has mutinied and is seeking to join the Rebel Alliance. The PCs are asked to make contact and evaluate the crew. However, the mutiny is a ruse; the CSA is working with the Empire to locate the Rebel Fleet. The ship is carrying a homing beacon, and when an Imperial fleet arrives, the Marauder joins its attack on the Alliance vessels.
- The mercenary crew of a Marauder corvette arrives at a homestead or station the PCs frequent (or own) and proclaim that they're staying a while. The crew starts to treat the inhabitants like their personal servants, threatening them if they don't comply. The PCs need to get the mercs to leave, whether through coercion or force.

MARAUDER-CLASS ASSAULT CORVETTE

5	3	+0	DEF	FOR	PORT	STARBOARD	AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2	1	1	1		5
			WT THRESHOLD				SS THRESHOLD	
			65				35	

Hull Type/Model: Corvette/*Marauder*-class.

Manufacturer: Republic Sienar Systems.

Hyperdrive: Primary: Class 2, Backup: None

Navicomputer: Yes.

Sensor Range: Medium.

Ship's Complement: 177 officers, pilots, and enlisted crew.

Starfighter Complement: 12 fighters, 2 shuttles.

Encumbrance Capacity: 175

Passenger Capacity: 80 troops.

Consumables: Three months.

Cost/Rarity: 3,000,000 credits (R)/5.

Customization Hard Points: 1

Weapons: Four forward-mounted and four turret-mounted light double turbolasers (Fire Arc Forward or All; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Three forward-mounted light tractor beam emitters (Fire Arc Forward; Damage -; Critical -; Range [Close]; Tractor 2).



MC30C FRIGATE

The MC30c frigate is one of the most powerful mid-level ships in the Rebel Fleet. As with many Mon Calamari Shipyards designs for the Alliance, the MC30c began as a small city-ship. When the shipyards began to retrofit these ships for war, the MC30c was redesigned as a high-speed attack frigate.

The MC30c is capable of inflicting heavy damage on enemy warships in a short amount of time. The frigate launches waves of heavy proton torpedoes to bombard enemy ships. It is also one of the fastest frigates manufactured by Mon Calamari Shipyards. MC30s can keep pace with and even overtake many fighters and escort ships.

Despite its speed and firepower, the MC30c possesses very light armor. The ship is equipped with a Mon Calamari-designed defense shield, a system famous for granting significant protection from enemy fire. However, once the shields are breached, the MC30c cannot last long against sustained turbolaser or bomber attack. For this reason, MC30c frigates rarely operate away from the main fleet, and they utilize their cluster bombs and escort fighters for defense against enemy bombers.

USING THIS VEHICLE

MC30c frigates are typically only found in Alliance fleets, where the Rebellion brings the ship's formidable armaments to bear against Imperial frigates, cruisers, and Star Destroyers. Against enemy warships, the MC30c starts firing its turbolasers at long range, moving in to medium range to bring its heavy torpedoes to bear. If the ship is willing to risk it, concentrates its shields on the front to protect against return fire from the target. As it implements this tactic, the MC30c deploys a series of cluster bombs around it and fires its laser cannons in minion groups to protect itself from enemy starfighters. If bombers are in the area, the MC30c keeps its defense zones balanced and fires its lasers in groups of three and five to better tag (and destroy) the bombers.

ADVENTURE AND ENCOUNTER SEEDS

- A reckless MC30c commander deployed their frigate's cluster bombs with abandon during a recent engagement with the Empire near a civilian space station. The Alliance must return to the station, locate all the munitions, and deactivate them before the bombs are set off by civilian traffic.
- The PCs are supporting (or in command of) an MC30c while in a dangerous nebula, one where sensors are hindered, and pockets of explosive gas could be set off by laser fire. A pair of Imperial *Arquitens*-class cruisers are in pursuit, attempting to bring their missiles to bear. The ships engage in a cat-and-mouse game to try to locate and use their missiles to strike the other ship or to detonate the gas pockets near them.

MC30C FRIGATE

SILHOUETTE	SPEED	HANDLING	DEF. FIRE/PORT/STARBOARD/AFT	ARMOR
6	4	+0	3 2 2 2	5
			AT THRESHOLD	SS THRESHOLD
			74	42

Hull Type/Model: Frigate/MC30c.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 820 officers and enlisted crew.

Encumbrance Capacity: 3,500, depending on configuration.

Passenger Capacity: 95 troops.

Consumables: Two years.

Cost/Rarity: 9,500,000 credits (R)/6.

Customization Hard Points: 3.

Weapons: Two forward-mounted heavy proton torpedo launchers (Fire Arc Forward; Damage 10; Critical 2; Range [Medium]; Blast 8, Breach 8, Guided 2, Slow-Firing 1).

Eight port and eight starboard turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Five starboard, five port, three forward, and three aft twin medium laser cannons (Fire Arc Starboard or Port or Forward or Aft; Damage 6; Critical 3; Range [Short]; Linked 1).

Two starboard, two port, one forward, and one aft cluster bomb launchers (Fire Arc Starboard or Port or Forward or Aft; Damage 6; Critical 3; Range [Close]; Blast 6, Limited Ammo 6).

ADDITIONAL RULES

Cluster Bombs: The standard MC30c is equipped with cluster bombs, which are dispersed by launchers to destroy and deter enemy fighters. When the ship fires its cluster bombs, they are deployed around the frigate and remain in that area. Whenever a ship enters close range with an MC30c frigate that has dispersed its cluster bombs, it is exposed to the devices. The pilot of such a ship must succeed on a **Hard** (◆◆◆) **Piloting check** or suffer a hit for 6 damage. If the pilot generates ☉☉ on the check, the GM can have another friendly ship nearby suffer 6 damage as well.

If the MC30c moves away from the area where it deployed the cluster bombs, those bombs remain as a hazard at that location, and a new field of bombs must be deployed if the MC30c wishes to maintain that defense.

MC40A LIGHT CRUISER

The MC40a is a Mon Calamari light capital ship similar in design and function to the much larger MC80a star cruiser. The elongated clamshell-like craft shares the same original keel as the MC30c frigate, but while the MC30c was designed for anti-starship attack, the MC40a was built to be a more rounded support ship and command vessel.

As a fleet support vessel, the MC40a is equipped with exceptionally powerful shields given its size. The ship has below-average speed for a light cruiser and is often outpaced by vessels of similar class. Unlike those vessels, the MC40a can take a considerable amount of punishment, and it has a robust series of redundant systems to protect it against systems failures during combat and stressful maneuvers. The MC40a is armed with fourteen turbolaser turrets and eighteen ion cannons, a more than adequate armament that allows the light cruiser to take on comparable enemy warships. The light cruiser can even outfight some of the smaller Star Destroyers, using its tractor beams to pin a Star Destroyer in place as it moves around to attack the destroyer's vulnerable aft quarter.

The MC40a may act as a command vessel for a light attack fleet, transporting nearly a battalion of troops. Each of these light cruisers is equipped with a squadron of starfighters to provide close support. The MC40a represents the might, ingenuity, and creativity of Alliance shipwrights, enabling a small Rebel fleet to ambush and wear down the Empire's superior numbers.

USING THIS VEHICLE

The MC40a is a perfect command ship on which to station Rebel PCs. This ship can support special forces, serve as a diplomatic escort, or act as the base of operations for a fighter squadron.



In combat, the MC40a is best at standoff attacks, firing its turbolasers at long range to wear down enemy ships. It often fights nose-to-target, allowing all its turbolaser turrets a clear field of fire. In battles where it would be outgunned, the MC40a moves in closer to bring its missiles, ion cannons, and tractor beams to bear, pinning ships while it moves into vulnerable or exposed arcs. During these attacks, the MC40a relies on its starfighter squadron to provide covering fire from enemy fighters, as the cruiser often needs to redirect shields to best defend against its primary target.

ADVENTURE AND ENCOUNTER SEEDS

- An Alliance ambassador is assigned to an MC40a cruiser to travel a contested sector of the Outer Rim, near Wild Space. The ship's mission is to find and negotiate treaties with potential allies. The ambassador asks the PCs to come along for assistance or protection against Imperial forces the delegation might encounter.
- An Alliance general has a bold plan to jump an MC40a cruiser into the atmosphere of an Imperial Core World, attack the planet's garrison and munitions depot, and jump out before the system defense fleet can move in. PCs are asked to command ground forces, fly cover, or help plot the astrogation jumps through the planet's atmosphere.

MC40A LIGHT CRUISER

SILHOUETTE	SPEED	HANDLING	DEF. PORT / PORT / STARBOARD / AFT	ARMOR
6	2	-1	3 2 2 3	6
			INT. THRESHOLD	SS THRESHOLD
			92	56

Hull Type/Model: Light Cruiser/MC40a.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 3,770 officers, pilots, and crew.

Starfighter Complement: 12 starfighters.

Encumbrance Capacity: 5,000, depending on configuration.

Passenger Capacity: 650 troops.

Consumables: Two years.

Cost/Rarity: 15,500,000 credits (R)/6.

Customization Hard Points: 4.

Weapons: Seven port and seven starboard turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Two forward-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Burst 4, Breach 4, Guided 3, Slow-Firing 1).

Five starboard, five port, four forward, and four aft medium ion cannons (Fire Arc Starboard or Port or Forward or Aft; Damage 6; Critical 4; Range [Short]; Ion).

Two starboard, two port, one forward, and one aft heavy tractor beams (Fire Arc Starboard or Port or Forward or Aft; Damage —; Critical —; Range [Short]; Tractor 6).

PHOENIX HOME

The Alliance command ship named *Phoenix Home* is a converted Clone Wars-era *Pelta*-class frigate. *Pelta*-class frigates are versatile, highly modular, multi-role sub-capital ships. *Pelta*-class ships were common in the Republic Navy, serving as everything from pickets and light assault ships to escorts, freighters, and hospital ships.

Phoenix Home has the standard *Pelta*-class ship's long, flat hull with a cylindrical command deck mounted horizontally in the bows. Two variable-geometry wings are mounted aft, and a single, massive drive thruster surrounded by smaller vectored thrusters also sits mounted in the stern. While *Peltas* are not equipped with weapons in their standard configuration, *Phoenix Home* has been refurbished to mount light turbolasers, point defense lasers, and tractor beams. *Phoenix Home*'s shield systems are also improved over the stock model's, granting the frigate increased defense against enemy fire. The frigate has been further modified to allow it to dock with and transport a demi-squadron of starfighters. The starfighters of Phoenix Squadron, currently RZ-1 A-wings (see page 43), launch from a forward hangar. Each fighter pilot's station is in the berth closest to their fighter.

The resulting modifications and upgrades have made *Phoenix Home* a notable command ship. The Alliance is looking to obtain more *Pelta*-class frigates and have them undergo the "Phoenix conversion" based on the success of *Phoenix Home*'s performance. Its capabilities enable *Phoenix Home* to go toe-to-toe with light warships and render it nearly impervious against anything less than a starfighter squadron attack.

USING THIS VEHICLE

Phoenix Home is most likely to be encountered near the Lothal sector under the command of Commander Sato, along with several support ships that compose Phoenix fleet.

Phoenix Home engages enemy corvettes and frigates at medium range, alternating fire with the frigate's turbolasers. Heavy laser cannons are brought to bear if necessary, and are used against any enemy fighters that close in. *Phoenix Home* rarely uses its light tractor beams in engagements, usually saving them for use in capture operations or small ship recovery.

This *Pelta*-class frigate relies heavily on its complement of A-wings to act as a screening force against enemy fighters. With their speed and firepower, the A-wings of Phoenix Squadron close in swiftly to intercept and destroy TIE fighters attacking *Phoenix Home*.



ADVENTURE AND ENCOUNTER SEEDS

- Phoenix Home* needs medical supplies. Commander Sato has a plan to repaint his frigate as an Imperial *Pelta*-class medical frigate and dock with a sector hospital station. Sato hires the PCs to help with the alterations of the ship, the infiltration, and the theft.
- The Alliance has obtained another *Pelta*-class frigate and has converted it to match the specifications of *Phoenix Home*. PCs are assigned to the new warship for its shakedown cruise, which includes a strike operation against a lightly defended Imperial sensor post.

PHOENIX HOME

6	3	+0	DEF: TORC/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	3 2 2 1	4
			HY: THRESHOLD	SS: THRESHOLD
			65	55

Hull Type/Model: Frigate/*Pelta*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 900 officers and enlisted crew.

Starfighter Complement: Eight starfighters.

Encumbrance Capacity: 5,400.

Passenger Capacity: 200 troops.

Consumables: Five months.

Cost/Rarity: 7,265,000 credits (R)/9.

Customization Hard Points: 2.

Weapons: Two forward-mounted twin light turbolaser batteries (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

One port, one starboard, and one dorsal turret-mounted twin heavy laser cannon (Fire Arc Port or Fire Arc Starboard or Fire Arc All; Damage 6; Critical 3; Range [Short]; Linked 1).

One forward, one port, and one starboard light tractor beam emitter (Fore Arc Forward or Fire Arc Port or Fire Arc Starboard; Damage —; Critical —; Range [Close]; Tractor 2).



QUASAR FIRE-CLASS ESCORT CARRIER

The *Quasar Fire*-class escort carrier is a light fighter carrier deployed by the Empire. Manufactured by the SoroSuub corporation, this carrier is built with a triangular structure reminiscent of that of other dagger-shaped Imperial warships. Unlike in most of those warships, the *Quasar Fire*'s bridge is located at the bow of the ship, while the open hangar bays are placed along the aft "base" of the triangle. Each of the four hangar bays can handle launch operations for a squadron of fighters and has room for shuttles and transports to land on board.

The *Quasar Fire* was designed for starfighter support operations, and not for direct confrontation with enemy warships. Much of the vessel's interior space is maximized for this endeavor, with fuel pods, armament depots, and repair part stores for the fighters carried aboard. Its shielding is adequate, but below average compared to other frigates, as are its engine output and durability. The carrier sometimes suffers from microfractures to its space frame while reverting from hyperspace to realspace, a defect that keeps *Quasar Fire* repair crews frustratingly busy between jumps.

Imperial *Quasar Fire* escort carriers are deployed to blockade occupied planets and dissident worlds. In some cases, a carrier's squadrons are sent on ground attack missions to quell any uprisings that may be attempting to take hold on such worlds. While these ships are most commonly seen among Imperial forces, a few *Quasar Fire* carriers have fallen into Rebel hands, and are used to liberate those same blockaded worlds.

USING THIS VEHICLE

Quasar Fire escort carriers are encountered either as support ships for larger Imperial fleets to provide additional starfighter support or as blockade ships over subjugated worlds. Their below-average armaments, shields, and hull make them well-suited as blockade ships for PCs to overcome, if they can handle the carrier's considerable starfighter complement.

In combat, the *Quasar Fire* stands off away from the main battle, launching wave after wave of TIE fighters

against enemy targets. If the carrier is pressed into combat, the ship's gunners alternate fire from its turbolasers, utilizing tractor beams to pin enemy fighters in place to prevent them from attacking until the turbolasers can be brought to bear.

The *Quasar Fire* has ample space for modifications, which often includes adding more weapons to its broad hull, improving its speed, or adding additional armor plating.

ADVENTURE AND ENCOUNTER SEEDS

- A *Quasar Fire* is participating in the blockade of the colony world the PCs call home. It has launched most of its squadrons for missions and long-range patrol. Taking the ship won't be easy; rumors say a squad of the Empire's dreaded Death Troopers is stationed aboard.
- A successful ship thief managed to steal a *Quasar Fire* and decided to retire. They have turned their newly acquired carrier into a mobile used (and often stolen) starship lot. This attracts the attention of the PCs, as their recently stolen ship is discovered for sale on board.

QUASAR FIRE-CLASS ESCORT CARRIER

6	2	-2	2	2	2	1	5
SILHOUETTE	SPEED	HANDLING	DEP. FORCE/PORT/STARBOARD/AYE				ARMOR
			WT THRESHOLD				SS THRESHOLD
			62				45

Hull Type/Model: Carrier/*Quasar Fire*-class.

Manufacturer: SoroSuub Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 250 officers, pilots, and enlisted crew.

Starfighter Complement: 48 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 5,000.

Passenger Capacity: 150 troops.

Consumables: One year.

Cost/Rarity: 1,750,000 credits/6.

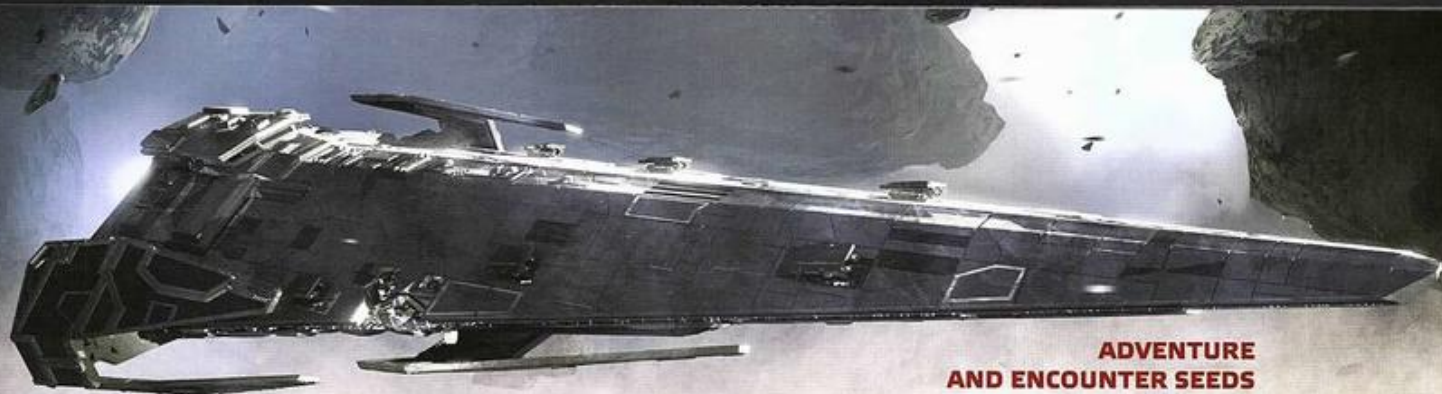
Customization Hard Points: 4.

Weapons: Two forward-mounted light turbolaser batteries (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Two hull-mounted medium tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 4).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.



ADVENTURE AND ENCOUNTER SEEDS

RAIDER-CLASS CORVETTE

Designed six years before the Battle of Yavin to counter starfighters and other attack craft, the *Raider*-class corvette was panned by Imperial strategists as an ineffective frontline warship. However, its role as an anti-starfighter platform proved invaluable in campaigns against pirates and the Rebel Alliance. Around the time of the Battle of Yavin, an updated model, the *Raider II* class, began large-scale production.

At 150 meters long, the familiar wedge-shaped hull of the Imperial Raider features three massive solar panel wings instead of an on-board reactor. This design minimizes space for power generation and storage on board, allowing room for additional systems. The Raider's deadly accurate double laser cannons feature state-of-the-art tracking sensors. Most models also carry an experimental jammer that confounds enemy sensors and comms, making it difficult for nearby starfighters to coordinate their efforts. Earlier models designed with engaging Rebel Alliance starfighters in mind trade the ion cannon for cluster missiles. Many *Raiders* have been configured with small fighter bays, enabling the ship to carry two TIE fighters. This modification is very common when a Raider is assigned to Imperial Special Forces squads.

Raider corvettes can be found throughout the galaxy. They are used in backwater systems as patrol craft, often traveling alone or in pairs. Such regions of the galaxy are normally overseen by Imperial fleets commanded from smaller Star Destroyers. In those armadas, Raider corvettes travel alongside warships like the *Victory*- and *Gladiator*-class Star Destroyers.

USING THIS VEHICLE

PCs are likely to encounter Raider corvettes in anti-starfighter roles at the edges of Imperial fleets or alone patrolling the vast sectors of the Outer Rim. With their strong hull, armor, and shields, *Raiders* dive headlong into starfighter formations, striking out with their turbolasers and ion cannon at medium range before enemy fighters can return fire. As fighters close in, the corvettes switch to their heavy lasers, fired in minion groups at short range.

If a Raider has been modified with a small TIE complement, those two TIE fighters frequently stay close to the Raider, engaging enemy bombers while staying under the corvette's protective laser cannons.

- A Raider corvette is the only ship defending an Imperial convoy reportedly transporting several prisoners (criminal allies, political prisoners, or Force sensitives, depending on the PCs' affiliations). The convoy is a lure; the Raider belongs to an Imperial Special Forces squad, and the container ships are loaded with TIE fighters ready to launch when pirates or Rebels attack.
- A Raider corvette has arrived at an independent space station the PCs frequent. Aboard the ship is an Imperial bureaucrat whose mission is to negotiate a refuel and resupply contract with the station owners. The PCs could attempt to sabotage the talks or allow them to complete and exploit the new arrangement. The Raider stands by as a reminder against interfering in Imperial business, and to prohibit any ships from departing until negotiations are complete.

RAIDER-CLASS CORVETTE

5	4	-1	2	2	2	2	5
SILHOUETTE	SPEED	HANDLING	DEF. (FRONT/PORT/STARBOARD/AFT)	HY. THRESHOLD			ARMOR
				45			25

Hull Type/Model: Corvette/*Raider*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 15 officers and 77 enlisted crew.

Starfighter Complement: None (2 with hangar bay modification).

Encumbrance Capacity: 300.

Passenger Capacity: 30 troops.

Consumables: Three months.

Cost/Rarity: 3,000,000 credits (R)/7 (3,025,100 credits with hangar bay modification).

Customization Hard Points: 2 (0 with hangar bay modification).

Weapons: Chin-mounted twin light turbolaser (Fire Arc Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Three port and three starboard retractable turret-mounted twin heavy laser cannons (Fire Arc Forward and Port or Forward and Starboard; Damage 6; Critical 3; Range [Short]; Accurate 2, Linked 1).

Chin-mounted battleship ion cannon (Fire Arc Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Hull-mounted concussion missile launchers (Fire Arc Forward; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Linked 1, Slow-Firing 1).

RENDILI STARDRIVE NEUTRON STAR-CLASS BULK CRUISER

Rendili StarDrive's *Neutron Star*-class bulk cruiser was once a popular with planetary defense forces throughout the galaxy. Though lacking the punch of modern capital ships, the *Neutron Star* does sport enough turbolasers and laser cannons to be useful as an all-around warship for planets with tight defense budgets. It is an effective pirate deterrent and a decent support vessel in larger fleets. Mercenaries often adapt the ship to their own specifications after purchasing older vessels from defense forces. The *Neutron Star* can be armed with a host of different weaponry, although typically it comes equipped with a mix of heavy laser cannons and turbolasers. With the rise of the Empire, many military forces (including the Rebel Alliance) find themselves scrambling for whatever capital ships they can find. A *Neutron Star* cruiser is no match for an *Imperial*-class Star Destroyer, but cash-strapped navies often must take what they can get.

If there is one advantage to the *Neutron Star* bulk cruiser, it's that it's highly customizable. The cruiser has enough space to upgrade its engines, shield systems, and other internal systems. For the Rebel Alliance, a common conversion is to adapt the bulk cruiser to carry thirty-six starfighters plus a few transport shuttles. These "bulk cruiser carriers" serve the Alliance Starfighter Corps when dedicated starfighter carriers, such as *Mon Calamari* cruisers, are unavailable.

USING THIS VEHICLE

Bulk cruisers are slow, ungainly, and easily outmaneuvered. Their preferred combat tactic is to stand off at long range and fire their turbolaser broadsides in minion groups of three to four, alternating fire to keep constant pressure on their target. If possible, shields are moved around to reinforce that exposed flank. As ships close in, these cruisers reorient themselves to bring their tractor beams to bear, pinning enemy ships while blasting away with their forward cannons. Against enemy fighters, bulk cruisers fire their cannons in groups of five to increase the odds that their guns will strike small, fast-moving fighters.

Any bulk cruiser that has undergone the "carrier conversion" relies on its fighter support to aid in attacks against enemy warships, and for protection against starfighter attack.

ADVENTURE AND ENCOUNTER SEEDS

- An unorthodox Alliance commander has a plan to sneak a bulk cruiser through a series of vast canyons and attack a remote Imperial base. The heavy metals in the canyon walls will shield the *Neutron Star* from passive scans as it approaches the base. The commander needs the PCs to help find a route the ship can fit through, to watch out for and handle enemy patrols, and to help steer the awkward ship during its thousand-kilometer journey.

- A mining conglomerate has discovered a vein of hollinium running underneath a colony. It has bought off the local Moff, who is looking the other way as the conglomerate's *Neutron Star* bulk cruisers maneuver into orbit to obliterate the colony from above. The PCs stumble onto information about this plan, leaving them the only ones who can somehow stop the massacre.

NEUTRON STAR-CLASS BULK CRUISER

7	1	-3	2	2	2	1	6
SILHOUETTE	SPEED	HANDLING	DEFENSE/PORT/STARBOARD/ALL	ARMOR	HT THRESHOLD	SS THRESHOLD	
					80	50	

Hull Type/Model: Bulk Cruiser/*Neutron Star*-class.

Manufacturer: Rendili StarDrive.

Hyperdrive: Primary: Class 3, Backup: Class 20.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 2,200 crew.

Starfighter Complement: None (36 with the carrier conversion).

Vehicle Complement: None (2 shuttles with the carrier conversion).

Encumbrance Capacity: 5,000.

Passenger Capacity: 250 troops.

Consumables: One year.

Cost/Rarity: 2,800,000 credits/4 (2,871,000 credits with the Carrier Conversion).

Customization Hard Points: 6 (2 after the carrier conversion).

Weapons: Ten port, ten starboard, and four forward heavy bulk cruiser turbolasers (Fire Arc Port or Starboard or Forward; Damage 11; Critical 3; Range [Long]; Breach 3; Slow-Firing 2).

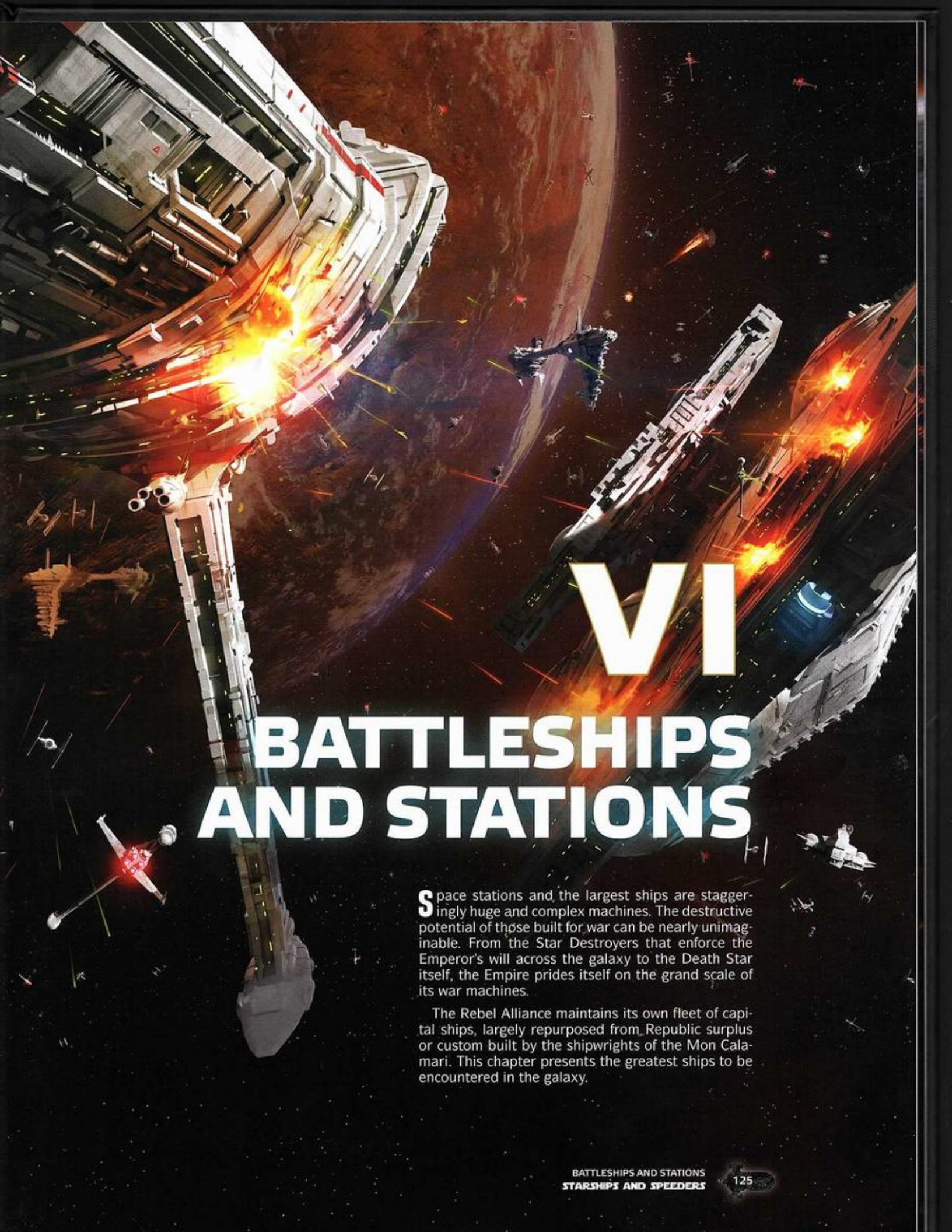
Ten port, ten starboard, and five dorsal heavy laser cannons (Fire Arc Port or Starboard or All; Damage 6; Critical 3; Range [Short]).

Two forward-mounted heavy tractor beam emitters (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.





VI BATTLESHIPS AND STATIONS

Space stations and the largest ships are staggeringly huge and complex machines. The destructive potential of those built for war can be nearly unimaginable. From the Star Destroyers that enforce the Emperor's will across the galaxy to the Death Star itself, the Empire prides itself on the grand scale of its war machines.

The Rebel Alliance maintains its own fleet of capital ships, largely repurposed from Republic surplus or custom built by the shipwrights of the Mon Calamari. This chapter presents the greatest ships to be encountered in the galaxy.

ASSERTOR- CLASS COMMAND DREADNOUGHT

The Assessor-class dreadnought is an imposing warship optimized for fleet and sector control duties. Its long, thin, arrowhead-shaped hull has a broad ridge running roughly three-quarters along the dorsal face of the ship from just forward of the tapering fantail, which overhangs the primary ion drives. Both the dorsal and ventral surfaces are crowded with laser, ion, and turbolaser batteries. A combination command vessel and powerful mobile weapons platform, the Assessor is designed with an eye toward conventional fleet operations and sector command ship duties. To this end, it is equipped with a number of sophisticated communications and sensor suites.

USING THIS VEHICLE

In encounters, the Assessor is often a backdrop or the location of an objective rather than an actual combat target. Few PCs have the means of fighting such a warship directly, and most characters must rely on creative means to defeat it.

For example, a GM might orchestrate a starship battle with fighters and freighters skimming across the Star Dreadnought's surface. At the end of each PC's turn, their ship is targeted by one of the Assessor's weapon systems. On a failed Gunnery check made by the Assessor, the Game Master may wish to allow PCs to spend ☉ ☉ ☉ ☉ or ☉ to inflict the weapon's base damage against an enemy ship at close range of that PC's ship.

ADVENTURE AND ENCOUNTER SEEDS

- A Rebel agent held aboard an Assessor dreadnought awaits interrogation. The agent must be rescued, or eliminated, to preserve Rebel secrets.

ASSERTOR-CLASS DREADNOUGHT

9	2	-4	DEF TIDE/PORT/STARBOARD/AFT	ARMOR
			4 3 3 2	13
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD	SS THRESHOLD
			205	105

Hull Type/Class: Dreadnought/Assessor-class.
Manufacturer: Kuat Drive Yards.
Hyperdrive: Primary: Class 2, Backup: Class 12.
Navicomputer: Yes.
Sensor Range: Long.

Ship's Complement: 125,000 officers, pilots, and enlisted crew.

Starfighter Complement: 120 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, gunboats, assault craft, landing barges, ground combat vehicles, and AT-series walkers.

Encumbrance Capacity: 145,000.

Passenger Capacity: 20,000 troops and support staff.

Consumables: Three years.

Price/Rarity: 1,100,000,000 credits (R)/10.

Customization Hard Points: 2.

Weapons: Twenty port and twenty starboard quad heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Fifteen port and fifteen starboard quad battleship ion cannon batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 3, Slow-Firing 2).

Ten dorsal twin heavy turbolasers (Fire Arc Forward, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten forward, ten port, and ten starboard quad light turbolaser batteries (Fire Arc Forward, Port, or Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Twenty ventral twin battleship ion cannons (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Ten port and ten starboard dorsal medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Twenty forward, twenty port, and twenty starboard turret-mounted quad laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Thirty forward, thirty port, and thirty starboard concussion missile launchers (Fire Arc Forward or Port, or Starboard; Damage 6; Critical 3; Range [Short]; Accurate 1, Blast 4, Breach 4, Guided 3, Slow-Firing 1).

Twenty heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.

Inspiring Presence 3: When this starship is engaged with the enemy, all allies gain ■■■ on any Cool or Discipline checks to resist fear caused by combat.

DS-1 DEATH STAR

In all galactic history, no construct has ever matched the size, awesomeness, terror, or destructive power of the Death Star. It is an engineering accomplishment like no other: a planetoid-sized space station able to traverse hyperspace, house millions of troops, and carry a weapon capable of shattering entire planets. Decades of research and development have gone into the construction of this technological terror, resulting in a mobile battle station the likes of which the galaxy has never seen before.

It took nearly two decades to construct the Death Star, a feat that was further complicated by the secrecy surrounding its development, funding, and resource allocation. The effort that went into building the battle station was unequivocally staggering, representing an engineering feat never attempted. It took years of research to design a frame and power system capable of transporting the moon-sized structure through hyperspace. Once the superstructure design was finalized, the Empire strip-mined entire worlds and used planetary populations as slaves to construct the fearsome station. Years of additional research focused on the Death Star's superlaser weapon system.

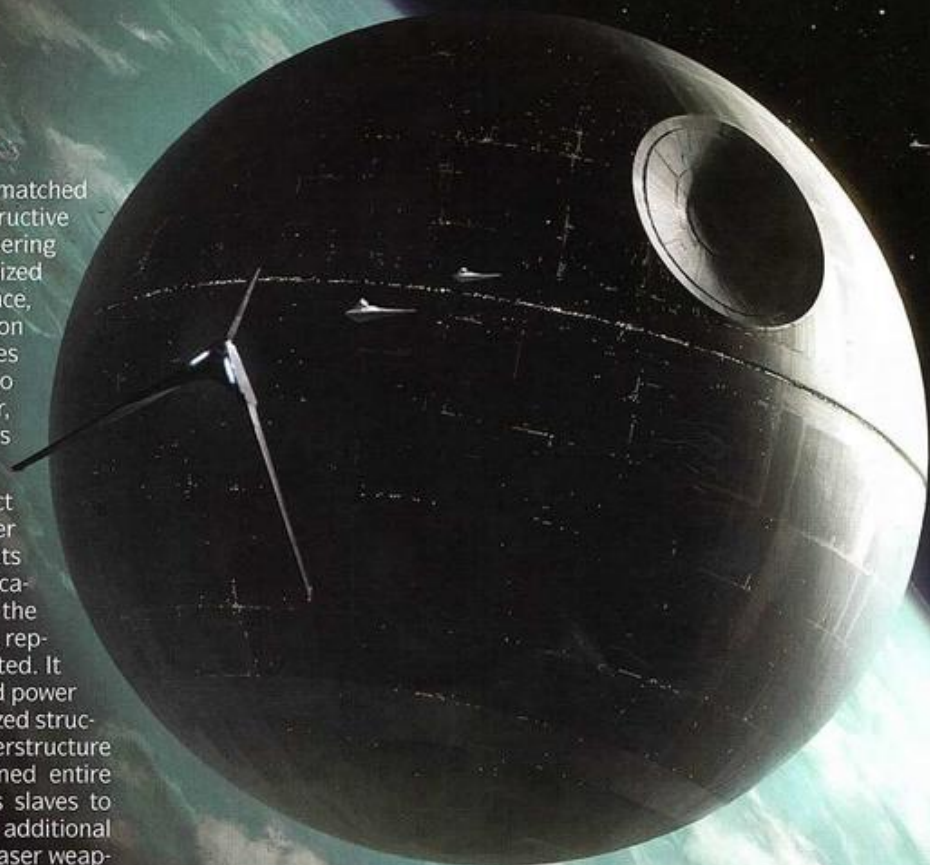
The Death Star is equal parts starship, space station, and siege engine. Its power and versatility are unlike anything seen before and have completely changed the face of warfare. It is self-sufficient, able to operate without the need for support ships. Grand Moff Tarkin believes that the constant fear of it appearing in orbit over their planet keeps rebellion-minded citizens in line. He himself fears nothing while aboard it, as he knows with certainty that nothing and no one in the galaxy could possibly harm the Death Star.

USING THIS VEHICLE

Using the Death Star in an encounter is less a combat with an enemy vehicle than an encounter featuring a vast enemy installation. Anywhere the PCs are flying around its surface, several batteries of cannons will be in range, as well as a few tractor beams.

More so than any other vehicle, the Death Star represents a threat well beyond the capabilities of the PCs to face head on. It is a vehicle that is avoided, outmaneuvered, or infiltrated. PCs who fly ships within range of the Death Star should come under attack by one weapon system each round. Given the Death Star's thousands of starfighters, another flight of TIE fighters soon appears to replace any the PCs shoot down.

The Death Star's superlaser provides finality to the outcome of any combat encounter with it, and can serve as a sort of countdown timer for any encounter the Death Star participates in. The goal of such an encounter might not be to destroy the Death Star, but to evacuate a base or accomplish some other task before the station is in position to fire its superlaser.



ADVENTURE AND ENCOUNTER SEEDS

- The PCs learn of a shipment of valuable kyber crystals in transit from a mining asteroid to a mysterious location. Infiltrating a transport destined for that location, the group travels through hyperspace to a massive space station still under construction.
- A benefactor (or foil) of the PCs wants a valuable datafile that is in the possession of Colonel Yularen. Yularen was supposed to transport it to Coruscant, but he was diverted to the Death Star. The PCs must board the Death Star, find Yularen's office and the file, and escape just as the space station arrives in the Yavin system.

DS-1 DEATH STAR

20	1	-5	0	-	-	0	20
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT	STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD
						1,000	800

Hull Type/Class: Mobile Battle Station/DS-1 Death Star.

Manufacturer: Kuat Drive Yards/Sienar Fleet Systems/Imperial Military Department of Advanced Weapons Research.

Hyperdrive: Primary: Class 4, Backup: Class 20.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: 1,200,000 officers, pilots, and enlisted crew.

Starfighter Complement: 7,000 starfighters.

Vehicle Complement: 3,600 shuttles, 2,800 AT-series walkers, 1,860 landing craft.

DEATH STAR FIRE ARCS

The shape and sheer size of the Death Star makes determining fire arcs for its weapons a tricky proposition. At any angle of attack, an incoming ship has hundreds—perhaps thousands—of turbolasers, ordnance launchers, point defense weapons, and tractor beam emitters pointed at it, following its every move. If Game Masters choose to have their players tangle with the Death Star, taking fire from the massive battle station should be even more narrative than usual. One way to handle such an encounter is for the Game Master to describe the scene—space around the players' ship filled with turbolaser bolts, crackling ion blasts, the glowing warheads of concussion missiles, etc.—and then pick out one or two of the Death Star's weapon systems to target the players' ship specifically.

Encumbrance Capacity: 500,000.

Passenger Capacity: 750,000.

Consumables: Four years.

Price/Rarity: Priceless/Unique.

Customization Hard Points: 0.

Weapons: Superlaser (Fire Arc Forward; Damage —; Critical —; Range [Long]; Slow-Firing 8).

12,000 heavy turbolaser batteries (Fire Arc —; Damage 11; Critical 3; Range [Long]; Breach 4, Slow-Firing 2).

15,000 turret-mounted twin light turbolaser batteries (Fire Arc —; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

10,000 battleship ion cannon batteries (Fire Arc —; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

10,000 turret-mounted twin medium ion cannon batteries (Fire Arc —; Damage 6; Critical 4; Range [Short]; Ion, Linked 1).

10,000 turret-mounted light ion cannons (Fire Arc —; Damage 5; Critical 4; Range [Close]; Ion).

20,000 turret-mounted point defense concussion missile launchers (Fire Arc —; Damage 6; Critical 3;

Range [Short]; Blast 4, Breach 4, Guided 3, Linked 3, Slow-Firing 1).

50,000 turret-mounted twin heavy laser cannons (Fire Arc —; Damage 6; Critical 3; Range [Short]; Linked 1).

50,000 turret-mounted quad laser cannons (Fire Arc —; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

1,000 heavy tractor beam emitters (Fire Arc —; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 8: When making an attack targeting this starship, the critical rating of any weapons used counts as 8 higher.

DS-2 DEATH STAR

Soon after the destruction of the first Death Star, the Emperor secretly ordered construction of a second, more powerful battle station. Data recorders and eyewitness accounts of the Battle of Yavin revealed the fatal flaw worked into the design by the Death Star's main architect. The vulnerability of the prior Death Star's thermal exhaust system was eliminated, and the battle station's size and armaments were increased by 25%. When completed, the second Death Star will carry firepower comparable to half the Imperial Fleet.

Construction of the Death Star II began within a year of the Battle of Yavin, and much of it has been fast-tracked. A dozen worlds are being stripped bare, and materials are being transported along a secret hyperlane to the construction site in the Endor system. During construction, the battle station is held in orbit by a combination repulsor field and shield system projected from a base on the forest moon of Endor.

With the Death Star II's construction moving at an accelerated pace, many within the Imperial High Command are concerned that the Rebel Alliance will find out about the second Death Star and its construction site before the station is fully operational. A few admirals have observed that there are exploitable holes in the project's secrecy, and have commented in private that "it's almost as if the Emperor wants the Rebels to find out about the station."

USING THIS VEHICLE

As it is still under construction, the second Death Star is a stationary object rather than a mobile weapons platform. Its main sublight engines have not been brought online yet, only its secondary maneuvering engines are operational, and even those are limited to rotating the battle station on its axis. Large sections of its superstructure are exposed to the vacuum of space, creating vulnerable points where ships could fly in and cause massive damage were it not for the shield projected around the station from the nearby moon's surface.

Most of the Death Star II is crewed and many of its surface weapons are operational. The projected defense shield prevents any unauthorized craft from approaching the surface of the station. However, that shield must be lowered frequently to allow construction material and supply ships access.

THE SUPERLASER

The superlaser developed for the Death Stars is the most powerful weapon in the galaxy. Utilizing the unique energy-focusing qualities of refined kyber crystals and powered by four huge antimatter generators, this weapon can destroy planets with a single blast. The superlaser has no damage or critical rating, yet deals damage. Its destructive power is on such a level that it transcends mere numbers. When the Death Star fires its superlaser, everything in its path is utterly destroyed. Even when using the energy from a single reactor, it can crater cities and devastate huge swaths of a planet's surface. The damage that this massive weapon can dish out is more narrative than mechanical.



Hyperdrive: Not yet enabled.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: 1,200,000 officers, pilots, and enlisted crew.

Starfighter Complement: 4,200 starfighters.

Vehicle Complement: 2,400 shuttles, 200 AT-series walkers, 75 landing craft.

Encumbrance Capacity: 100,000.

Passenger Capacity: 640,000.

Consumables: One year.

Price/Rarity: Estimated to be in the trillions of credits/Unique.

Customization Hard Points: 0.

Weapons: Superlaser (Fire Arc Forward; Damage —; Critical —; Range [Long]; Slow-Firing 8).

10,000 heavy turbolaser batteries (Fire Arc —; Damage 11; Critical 3; Range [Long]; Breach 4, Slow-Firing 2).

10,000 turret-mounted twin light turbolaser batteries (Fire Arc —; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

3,500 battleship ion cannon batteries (Fire Arc —; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

7,500 turret-mounted twin medium ion cannon batteries (Fire Arc —; Damage 6; Critical 4; Range [Short]; Ion, Linked 1).

7,000 turret-mounted light ion cannons (Fire Arc —; Damage 5; Critical 4; Range [Close]; Ion).

13,000 turret-mounted point defense concussion missile launchers (Fire Arc —; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Linked 3, Slow-Firing 1).

32,000 turret-mounted twin heavy laser cannons (Fire Arc —; Damage 6; Critical 3; Range [Short]; Linked 1).

33,500 turret-mounted quad laser cannons (Fire Arc —; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

440 heavy tractor beam emitters (Fire Arc —; Damage —; Critical —; Range [Short]; Tractor 6).

ADVENTURE AND ENCOUNTER SEEDS

- The Bothans have traced a series of shipments to Endor, a backwater system in the Moddell sector. PCs with ties to the Rebel Alliance are asked to escort a Bothan ship to recon the system and report back.
- A pirate captain has passed away, leaving behind a treasure map that allegedly leads to a vast wealth buried on Endor's forest moon. Upon arrival at the remote system, treasure seekers are shocked to find the construction site of a new Death Star.

DS-2 DEATH STAR (UNDER CONSTRUCTION)

21	0	—	DEF. FDRS / PORT / STARBOARD / AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	20
			HT THRESHOLD	ST THRESHOLD
			800	450

Hull Type/Class: Mobile Battle Station/DS-2 Death Star II.

Manufacturer: Kuat Drive Yards/Sienar Fleet Systems/Imperial Military Department of Advanced Weapons Research.

ADDITIONAL RULES

Massive 8: When making an attack targeting this starship, the Critical rating of any weapons used counts as 8 higher.

Shield Generator: Death Star II is protected by a powerful shield generator projected from a ground-based installation on the surface of Endor. This planetary-class shield completely envelops Death Star II and prevents any ship, object, or projectile from reaching its surface. Ships must wait for the shield to be lowered to approach or depart safely; a ship that collides with the shield barrier suffers a major collision and adds +50 to the result (the Death Star is unaffected).

A character engaged with the shield generator controls on Endor may activate or deactivate the shield as a maneuver.



EXECUTOR-CLASS STAR DREADNOUGHT

No warship better embodies the will and power of the Galactic Empire than the *Executor*-class Star Dreadnought. Also referred to as the "Super Star Destroyer," this battleship measures 19,000 meters in length and carries a blistering array of turbolasers, ion cannons, and starfighters that is a match for an entire enemy fleet. With dozens of TIE fighters and hundreds of troop transports, walkers, and mobile fortifications aboard, a lone *Executor* can lay siege to an entire star system.

It takes a massive amount of materiel and personnel to construct these warships, tying up shipyards for years. Once completed, they require crews of 280,000 to operate. As a consequence, the number of Super Star Destroyers serving in the Empire is nowhere near that of conventional Star Destroyers. Alliance Intelligence believes that there are at most a dozen such vessels in the galaxy, but thanks to propaganda and military black budgets, that number could be lower—or potentially higher.

The first *Executor*-class Star Dreadnoughts entered operation shortly after the Battle of Yavin. Most serve as flagships for sector fleets, commanded by prominent Imperial admirals. Even though the warships have the firepower equivalent to that of a hundred *Imperial*-class Star Destroyers, they are often deployed with a fleet of a dozen support ships. *Executor*-class Star Dreadnoughts represent a massive investment of resources, and the Empire is unwilling to risk losing any of these valuable warships.

EXECUTOR

One of the first *Executor*-class Star Dreadnoughts, and the class's namesake, was the personal flagship of Darth Vader, Dark Lord of the Sith and the primary enforcer of the Emperor's will. Under Darth Vader's command, the *Executor* leads his Death Squadron fleet, its task being to hunt down and annihilate the Rebel Alliance's high command.

To aid Lord Vader in his task, the *Executor* is accompanied by a fleet of two *Imperial*- and three *Imperial II*-class star destroyers, including Vader's former flagship, the Star Destroyer *Devastator*. The Death Squadron represents an almost insurmountable force, able to take on and eradicate any fleet, space station, or even planet that dares oppose it. Among the weapons at the *Executor*'s disposal are thousands of Viper probe droids encased in hyperdrive pods. Lord Vader has ordered these droids distributed throughout his fleet, instructing his Star Destroyers to seed the Outer Rim sectors with them in hopes of locating the Rebels' home base.

Functionally, the *Executor* possesses the same equipment and capabilities as other ships in the class. The one notable feature that differs from the other Star Dreadnoughts is the presence of a hyperbaric meditation chamber to allow Lord Vader to survive extended periods without the need for his mask or suit. Few would dare to interrupt the Dark Lord while he rests within this private sanctum.

USING THIS VEHICLE

A Star Dreadnought carries enough firepower to devastate an entire fleet by itself. Most PCs simply do not have the ability to inflict any appreciable damage to these dreadnoughts through starship combat. *Executor*-class Star Dreadnoughts can be used as looming threats that are to be avoided, or they can serve as targets to defeat from within through infiltration and sabotage. Super Star Destroyers that are caught alone without fighter support, lured into vulnerable locations, or caught unprepared in shipyards represent tempting targets for the outgunned Rebel Alliance.

In a stand-up fight, almost any opposing fleet would be torn apart by this warship. If the *Executor* does enter structured combat, each weapon system fires on each enemy ship in range as a minion group of five. On top of that, squadrons of TIE fighters are launched against the enemy ships and fighters, with a new squadron emerging to take the place of each destroyed one.

ADVENTURE AND ENCOUNTER SEEDS

- The Empire's newest Executor Star Dreadnought, the *Oppressor*, is preparing to test its hyperdrive in preparation for final deployment. The warship has only a skeleton crew aboard. The PCs must sneak aboard the *Oppressor*, alter the ship's hyperspace destination, and escape before the waiting Alliance fleet destroys the dreadnought.
- While heading back to their base from a mission, the PCs find that a Super Star Destroyer is passing near a black hole as it scours the nearby systems for Rebel bases. If the Alliance could damage the battleship's engines, the ship might be pulled into the black hole and destroyed.

EXECUTOR-CLASS STAR DREADNOUGHT

10	2	-4	4	4	4	3	12
SILHOUETTE	SPEED	HANDLING	DEF. FWD./PORT/STARBOARD/AFT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			330				120

Hull Type/Class: Star Dreadnought/Executor-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 10.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 280,734 officers, pilots, and enlisted crew.

Starfighter Complement: 144 TIE-series starfighters (12 squadrons).

Vehicle Complement: 200 assault shuttles, transport shuttles, and support craft, 24 AT-ATs, 50 AT-STs, 2 prefabricated garrison bases.

Encumbrance Capacity: 105,000.

Passenger Capacity: 38,000 troops and support staff.

Consumables: 6 years.

Price/Rarity: 325,000,000,000 credits/9.

Customization Hard Points: 2.

Weapons: 250 forward, 250 port, and 250 starboard twin heavy turbolaser batteries (Fire Arc Forward or Port or Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2)

200 forward, 300 port, 300 starboard, and 200 aft turret-mounted twin light turbolaser batteries (Fire Arc Forward or Port or Starboard or Aft; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Thirty forward, thirty port, thirty starboard, and ten aft twin battleship ion cannon batteries (Fire Arc Forward or Port or Starboard or Aft; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Forty forward, thirty-five port, thirty-five starboard, and fifteen aft assault concussion missile launchers (Fire Arc Forward or Port or Starboard or Aft; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1).

Fifty forward, seventy-five port, seventy-five starboard, and fifty aft turret-mounted quad laser cannons (Fire Arc Forward or Port or Starboard or Aft; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Forty heavy tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 5: When making an attack targeting this station, the critical rating of any weapons used counts as 5 higher.

Inspiring Presence 3: When this starship is engaged with the enemy, all allies gain ■■■ on any Cool or Discipline checks to resist fear caused by combat.

GLADIATOR-CLASS STAR DESTROYER

Originally conceived by the legendary Walex Blissex as a Star Destroyer escort in the heavy battle lines of the Clone Wars, the Gladiator was repurposed by the Galactic Empire as an independent, long-range patrol craft. The overpowered patrol vessel can project Imperial strength and pacify entire systems for up to two years without resupply. It houses two squadrons of starfighters in a forward-mounted hangar bay. The Gladiator has two battalions of stormtroopers, five AT-ST walkers, and the various shuttlecraft necessary to land them.

The smallest of the Empire's Star Destroyers, the 600-meter Gladiator packs incredible firepower, and it is equally comfortable performing system patrol, orbital bombardment, anti-ship, and escort missions. In addition to traditional turbolasers, laser cannons, and tractor beams, the Gladiator mounts an array of capital-grade concussion missiles capable of devastating ground targets and enemy space installations.

Many *Gladiator*-class Star Destroyers have been dispatched to patrol routes throughout the Outer Rim, often without secondary support vessels. Their patrol routes carry them through remote systems that the Alliance uses for establishing secret bases. The Empire deems the *Gladiators* sufficient to the task and expects them to encounter nothing more threatening than pirates in converted haulers or salvaged starfighters. In most instances, the Empire is correct. When a *Gladiator* appears in-system over an Alliance world, the Alliance has few choices: try to remain hidden, flee the base, or attempt to destroy the Star Destroyer.

USING THIS VEHICLE

In combat, the *Gladiator* can easily stand up to most other warships smaller than it. Against a more evenly matched opponent, the *Gladiator* skews the odds by locking the enemy ship in its tractor beams and bombarding it with its assault concussion missiles. To compensate for the missiles' Inaccurate quality, they are fired in minion groups of five.

ADVENTURE AND ENCOUNTER SEEDS

- The captain of a *Gladiator* stations their Star Destroyer over a world in the Outer Rim and destroys a small community with its advanced concussion missiles. The captain then threatens the planet's major city with destruction unless the local Rebel cell turns itself in.

GLADIATOR-CLASS STAR DESTROYER

SILHOUETTE	SPEED	HANDLING	DEF	FOR	PORT	STARBOARD	AFT	ARMOR
7	3	-2	3	2	2	1		7
			HT THRESHOLD					SS THRESHOLD
			90					35

Hull Type/Class: Star Destroyer/*Gladiator*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 1,255 officers, pilots, and enlisted crew.

Starfighter Complement: 24 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 5,000.

Passenger Capacity: 1,200 troops.

Consumables: Two years.

Price/Rarity: 34,000,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Twelve turret-mounted dual light turbolasers (Fire Arc Forward, Port, and Aft or Forward, Starboard, and Aft; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Three port, three starboard, and four aft turret-mounted medium laser cannons (Fire Arc All; Damage 6; Critical 3; Range [Close]).

Ten assault concussion missile launchers (Fire Arc All; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1).

Four forward, two port, and two starboard medium tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage —; Critical —; Range [Short]; Tractor 4).



GOLAN I SPACE DEFENSE PLATFORM

A heavily armed and armored space platform, the Golan I is the first in a series of planetary space defense platforms built by Golan Arms. Designed to protect planets and important locations, the Golan I was developed during the Clone Wars to free up naval vessels for the war effort. While its superstructure can handle a considerable amount of punishment, even with its twenty-four starfighters, a modest attack fleet could overwhelm the station.

Since being surpassed by the larger and more heavily armed Golan II and Golan III defense platforms (dozens of which can be found in orbit around Coruscant and other important Core Worlds), the Golan I has been largely relegated to protecting less critical planets and locations of secondary importance. Imperial Customs has acquired many of these space platforms to serve as systems stations, coordinating operations for ships and personnel across a wide area. Stationed in orbit around planets or along busy hyperlane routes, these stations monitor the flow of goods and traffic through their jurisdiction.

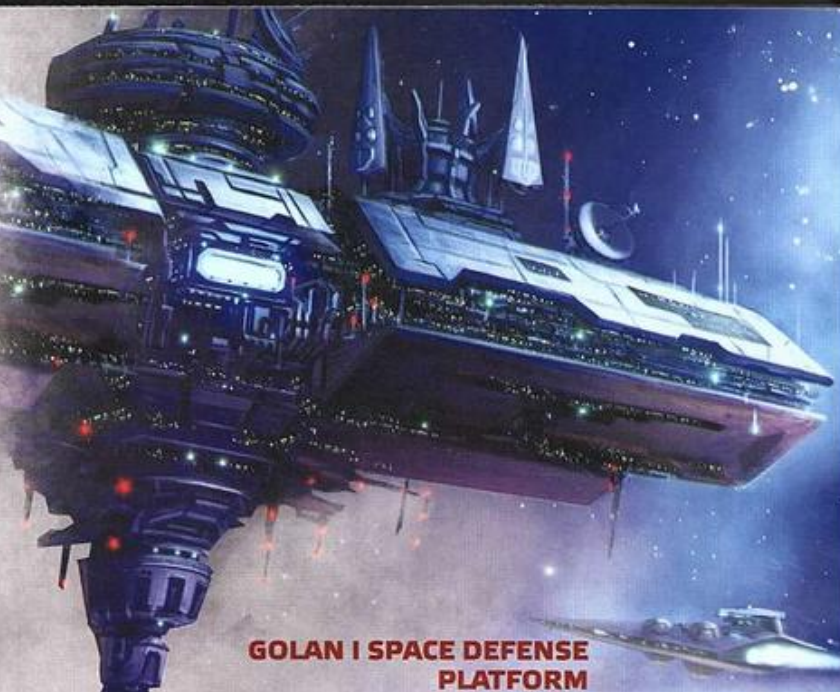
USING THIS VEHICLE

Golan I stations are stationary platforms encountered anywhere in Imperial space, but rarely in the Core Worlds. They serve as customs stations, and PCs may be instructed to dock at a Golan I station before landing on a planet, particularly a populous world.

Due to the Golan I's considerably high hull trauma threshold, using the station as an opponent can make for an exceedingly long combat encounter. The station can take a lot of punishment, more than most PCs can dish out with starfighters or even light freighters. Still, it is a stationary object, one that cannot make an escape if it takes too much damage. Game Masters may allow the PCs to pummel and wear down sections of the station. If the PCs can inflict enough damage to one or two sections, say one-quarter to one-half of the station's total hull trauma threshold, or spending an appropriate number of Φ , the station calls for an evacuation or surrenders to the attacking force to prevent its destruction.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are hired, or asked as a favor, to smuggle an unusual contraband past customs on a Golan I station: a live nexu for a prominent client's secret sanctuary. The nexu was supposed to be sedated for the trip but, it is now awake and very angry about its cage—which might not hold it for long.
- A reclusive relative of a PC left them a Golan I station in their will, on the condition that the PC manage it for one year. Now in control of a space platform, the PCs must deal with station responsibilities as well as a suspicious ISB agent trying to determine how the relative acquired the station in the first place.



GOLAN I SPACE DEFENSE PLATFORM

8	0	-	2	2	2	2	6
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT/STARBOARD/AFT	HULL THRESHOLD			ARMOR
				300			150

Hull Type/Class: Space Defense Platform/Golan I.

Manufacturer: Golan Arms.

Hyperdrive: None.

Navicomputer: No.

Sensor Range: Long.

Ship's Complement: 5,000 officers, pilots, and enlisted crew.

Starfighter Complement: 24 TIE-series starfighters.

Vehicle Complement: Four patrol boats and four shuttles.

Encumbrance Capacity: 20,000.

Passenger Capacity: 10,000.

Consumables: Two years.

Price/Rarity: 26,000,000 credits (R)/9.

Customization Hard Points: 4.

Weapons: Fourteen port and fourteen starboard turret-mounted medium turbolasers (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Three dorsal and two ventral turret-mounted proton torpedo launchers (Fire Arc All; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 16, Slow-Firing 1).

Three port-mounted and three starboard-mounted heavy tractor beam emitters (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 4: When making an attack targeting this starship, the critical rating of any weapons used counts as 4 higher.



HARBOR-CLASS MOBILE SPACE DOCK

Rendili StarDrive's *Harbor*-class ship is a true rarity: a hyperspace-capable mobile space dock. Designed as a traveling dry dock and starship maintenance facility, each vessel appears more like an elegant building than a starship. Long docking arms with many ports project from the vertical main hull, along with huge horizontal support frames to aid in dry-dock repairs. A huge superstructure that rises above the docking facilities like a small city houses the ship's crew, passengers, and support facilities. Each docking facility can handle a frigate- or cruiser-sized vessel, and the ship houses enough technicians, workshops, fabrication facilities, laboratories, and other facilities to repair even seriously damaged ships or to maintain a small fleet or battle group in space.

Neither fast nor agile, *Harbor*-class ships are vulnerable to attack. While they have thick armor and a respectable weapons loadout, these armaments are primarily suitable for anti-fighter and anti-boarding defense. Harbors are typically escorted by one or more frigates to provide combat support or are part of a larger battle group and rely on the strength of the other ships to defend them. Although they often have starfighters aboard from visiting ships that can scramble in an emergency, *Harbor*-class ships are not set up to launch and recover fighters.

Few of these valuable vessels exist, and almost all of them are in the Imperial Navy. The Alliance Navy has managed to acquire two space docks; a priceless asset for the resource-strapped Rebellion.

USING THIS VEHICLE

Harbor-class space docks are very rare, and their specialized nature normally limits their encounters to isolated areas of the Outer Rim where the Empire, or the Alliance, have set up a deep-space repair yard. The

Harbor-class space dock can work on vessels up to silhouette 6 within its repair-frame superstructure. Larger craft won't fit exclusively within the space dock's frame, but the Harbor may still be able to work on specific sections of larger ships.

In combat, the Harbor's first tactic is to run. Its commanders consider it too valuable to risk in direct confrontation. A Harbor fires its turbolasers and quad laser cannons in groups of three, targeting any craft in range, while the command deck attempts to jump to hyperspace. Only in dire circumstances will a Harbor continue to repair a ship in its docking arms while under fire.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs' command ship has taken heavy damage and has met up with an Alliance Harbor for repairs. As the engines are brought offline, a small Imperial attack fleet appears. Do the Rebel forces cut and run, losing their valued command ship, or fight and risk the Harbor's loss?
- A pirate flotilla commander asks for the PCs' help in capturing a Harbor space dock, currently repairing a damaged corvette. The pirate doesn't care much who owns the Harbor, but the PCs might.

HARBOR-CLASS MOBILE SPACE DOCK

7	2	-3	DEF. FWD/PORT/STARBOARD/MT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 2 2 2	6
			MT THRESHOLD	SS THRESHOLD
			100	75

Hull Type/Class: Mobile Space Dock/*Harbor*-class.

Manufacturer: Rendili StarDrive.

Hyperdrive: Primary: Class 3, Backup: Class 16.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 4,500 officers, engineers, and enlisted crew.

Starfighter Complement: None.

Vehicle Complement: Numerous shuttlecraft and short-range runabouts.

Encumbrance Capacity: 30,000.

Passenger Capacity: 8,000.

Consumables: Two years.

Price/Rarity: 38,000,000 credits/9.

Customization Hard Points: 2.

Weapons: Six port and six starboard turret-mounted twin light turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Thirty port and thirty starboard turret-mounted quad laser cannons (Fire Arc All Port or All Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Ten hull-mounted heavy tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.

IMPERIAL I-CLASS STAR DESTROYER

Considered the "face of the Imperial Navy," and one of the most powerful ships in current service, KDY's *Imperial I*-class Star Destroyer is part of a long line of frighteningly powerful battleships fielded by the Imperial Navy. Massive, imposing ships with a long arrowhead-shaped hull and a towering, heavily armored superstructure, these vessels were designed as much to intimidate as to fight other battleship-type vessels. Perhaps the most common vessel in the Imperial fleet, the *Imperial I* is over a kilometer long, heavily shielded and bristling with weapons. It carries six squadrons of TIE fighters, typically a mix of standard TIE/In fighters, interceptors, and bombers, along with a variety of shuttlecraft, landing craft, and numerous ground vehicles. A single *Imperial I* can take control of an entire planet, or simply lays it to waste with a powerful orbital bombardment. A battle group led by such a vessel can lock an entire sector down with ease.

Despite their well-deserved reputation for power and resilience, *Imperial*-class ships are far from indestructible. Though their hulls are littered with turbolaser turrets, ion cannons, and tractor beam projectors, there are still blind spots where weapons can't reach. A well-flown fighter or small gunboat can squeeze through and deliver deadly blows with bombs and torpedoes. Veteran Star Destroyer commanders are aware of these weaknesses, and often deploy their forces to cover these vulnerabilities.

USING THIS VEHICLE

Imperial Star Destroyers are one of the most iconic and terrifying Imperial warships the PCs can face. There are thousands of them, spread across the galaxy, wherever the Empire wishes to definitively display its might.

In battle, Star Destroyers hammer enemy starships with volley after volley of turbolaser and ion fire, firing in minion groups of three to four. With its tractor beams and ion cannons, the *Imperial I* has the ability to capture anything it wishes. More often, the Star Destroyer's commander is content to pound opposing ships to scrap.

The *Imperial I* class has a large blind spot in the aft quarter where no cannons can reach. The *Imperial I* attempts to maneuver to keep enemy vessels from this arc. It uses its TIE squadrons to engage enemy starfighters that attempt attack runs against that section.

ADVENTURE AND ENCOUNTER SEEDS

- A vile Moff subjugates the worlds in their sector, enslaving non-human aliens. A conglomerate of wealthy individuals with interest on those worlds, including a patron of the PCs, has put up a reward for the Moff's assassination, but the Moff rarely, if ever, leaves their *Imperial I*-class Star Destroyer.
- The PCs emerge from hyperspace and find an *Imperial I*, the *Chimaera*, waiting for them. They are immediately grabbed by a tractor beam and brought on board, where the ship's commander, Grand Admiral Thrawn, says he wants to hire them to infiltrate a pirate gang he is hunting.

IMPERIAL I-CLASS STAR DESTROYER

8	2	-3	3	3	3	2	10
SILHOUETTE	SPEED	HANDLING	DEF. PORT/STARBOARD/AFT	ARMOR	HT THRESHOLD	SS THRESHOLD	
					145	60	

Hull Type/Class: Star Destroyer/*Imperial I*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 37,085 officers, pilots, and enlisted crew.

Starfighter Complement: 72 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT-series walkers.

Encumbrance Capacity: 15,000.

Passenger Capacity: 9,700 troops.

Consumables: Two years.

Price/Rarity: 150,000,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Ten port and ten starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten dorsal heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Ten port, ten starboard, and ten forward light turbolasers (Fire Arc Port, Starboard, or Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Ten port and ten starboard battleship ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Ten ventral battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Fifteen port and fifteen starboard medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Ten heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.





IMPERIAL II-CLASS STAR DESTROYER

More casually known as the "ImpStar Deuce" by the Rebels who fly against it, the *Imperial II*-class Star Destroyer is the next-generation successor to the *Imperial I*-class. The outward appearance of the *Imperial II* is nearly indistinguishable from the *Imperial I*; however, closer inspection reveals the differences. The *Imperial II* features a communications tower between the two deflector domes on the command tower, where the *Imperial I* has a tractor beam targeting array. The ImpStar Deuce mounts a blistering number of cannons, including the massive overkill of its octuple heavy turbolaser barbettes, turning the Star Destroyer into a vicious cruiser-killer. The *Imperial II*'s improvements do not end with its armament. The Star Destroyer features a reinforced hull, along with more advanced deflector shield generators than the prior generation.

Like the *Imperial I*, the *Imperial II* Star Destroyer is far from invincible. Alliance Special Forces commandos often joke that the "Deuce" has "174,000 design flaws waiting to be exploited." While this is certainly an exaggeration, the systems on board the *Imperial II* class are often overtaxed and are in need of constant maintenance. As with the *Imperial I*, the entirety of shipboard operations is controlled from the bridge on the command deck. Destruction of the bridge leaves an *Imperial II* in chaos. The *Imperial II* also lacks anti-starfighter weapons, relying on its large starfighter complement for defense against snub-fighters. Despite these flaws, the *Imperial II* is a formidable warship, likely to inspire fear throughout the galaxy for years to come.

USING THIS VEHICLE

With their heavy armaments, *Imperial II*s target enemy vessels firing their cannons in minion groups of four. The Star Destroyers attempt to keep enemy vessels in their forward arc to allow the greatest number of batteries to fire on target. Against enemy starfighters, *Imperial II* gunners rely more on luck than skill when attempting to hit much smaller and faster moving snubfighters and gunboats.

Due to their ships' lower system strain thresholds, *Imperial II* crews use the Damage Control action to remove system strain every turn.

ADVENTURE AND ENCOUNTER SEEDS

- A crime lord wants to send a message to the Empire by destroying the newest *Imperial II* during its departure from space dock. The PCs are hired to sneak aboard and place charges on the warship's hypermatter reactor, which *must* detonate during the publicized launch.
- An *Imperial II* took heavy damage during a battle, and its hyperdrive is offline. The PCs are ordered to capture the vulnerable Star Destroyer, but *Imperial* reinforcements are likely en route.

IMPERIAL II-CLASS STAR DESTROYER

8	2	-3	4	3	3	3	10
SILHOUETTE	SPEED	HANDLING	REF. FWD/PORT/STARBOARD/AF				ARMOR
			155				50

Hull Type/Class: Star Destroyer/*Imperial II*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 8.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 37,085 officers, pilots, and enlisted crew.

Starfighter Complement: 72 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, landing barges, and AT-series walkers.

Encumbrance Capacity: 15,000.

Passenger Capacity: 9,700 troops.

Consumables: Two years.

Price/Rarity: 150,000,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Four port and four starboard octuple turbolaser barbettes (Fire Arc Port or Fire Arc Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 1).

Twenty port and twenty starboard light turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 1, Slow-Firing 1).

Twenty dorsal medium turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Twenty port and twenty starboard heavy ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 7; Critical 4; Range [Medium]; Ion, Slow-Firing 1).

Ten ventral battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Ten heavy tractor beam emitters (Fire Arc Forward, Port, and Starboard; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.

INTERDICTOR-CLASS HEAVY CRUISER

The *Interdictor*-class heavy cruiser is one of the most feared vessels of the Imperial Navy. The fear generated by this cruiser doesn't stem from its destructive capabilities, but from the four gravity well projectors it carries. Using these powerful gravity generation systems, an *Interdictor* can prevent fleeing starships from entering hyperspace in a certain region of space. It can even pull vessels out of hyperspace by causing a deadly hyperspace shadow that looks, to the collision avoidance systems in most ships, like the shadow of a planet or star. To an organization as heavily reliant on hit-and-run tactics as the Rebel Alliance, a vessel capable of pinning enemy ships in realspace, where they can be captured or destroyed at leisure, is a terrifying prospect indeed.

Interdictor heavy cruisers typically travel in small battle groups, supporting heavier lines of battleships and being supported by frigates and starfighters. In battle, they use their gravity well generators to keep fleeing Alliance ships from entering hyperspace while the other vessels in the fleet make short work of them. Far from helpless, these vessels also mount a respectable array of firepower in the form of numerous anti-starfighter quad laser cannon turrets. Luckily for the Alliance, these ships are quite rare due to the complex nature of their systems.

USING THIS VEHICLE

Interdictor heavy cruisers are deployed to blockade worlds, to isolate suspicious hyperlanes for inspection, and to lock down Alliance starships to prevent their escape. These craft are rare, and encountering one is a significant event.

The *Interdictor* is a tough opponent, but it rarely enters combat by itself. Its role is to generate and maintain gravity wells and prevent opponents' escape while starfighters and support ships deal with the actual fighting. An *Interdictor* commonly carries a squadron of TIE/ln, TIE/in, or other attack fighters to engage enemy fighters and freighters, and a squadron of TIE/sa or TIE/ca fighters for use against heavier targets such as corvettes and frigates. If it expects larger warships, at least one Star Destroyer escorts the *Interdictor*.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs are outgunned and trapped by an *Interdictor* when a pirate warship appears, inadvertently pulled out of hyperspace as well. If the PCs can convince the pirates to assist them, they might just stand a chance.
- A slicer develops a program that creates a reverse cascade in an *Interdictor*'s gravity well projectors. It could render them ineffective or even tear the cruiser apart. The PCs are hired to locate an *Interdictor*, infiltrate the ship with the bulky data tape, and install the program into each of the cruiser's four gravity well systems.

SFS G7-X GRAVITY WELL PROJECTORS

Gravity well projectors produce a massive hyperspace shadow that both prevents ships from entering hyperspace and pulls ships into realspace. In game terms, an *Interdictor* generates a gravity bubble centered on itself out to extreme range. Ships cannot enter hyperspace while within extreme range of the *Interdictor*. As for ships being pulled from hyperspace, the effects are largely left to the Game Master's discretion. The GM may let PCs attempt to avoid a gravity well bubble created by an *Interdictor* if they have good reason to, such as some warning as to the presence of an *Interdictor* on their route.

INTERDICTOR-CLASS HEAVY CRUISER

7	2	-2	3	3	3	2	5
SILHOUETTE	SPEED	HANDLING	DEF. FORT/PORT/STARBOARD/AFT	ARMOR			
				AT THRESHOLD			
				75			
				SS THRESHOLD			
				65			

Hull Type/Class: Heavy Cruiser/*Interdictor*-class.

Manufacturer: Sienar Fleet Systems.

Hyperdrive: Primary: Class 2, Backup: Class 12.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 2,807 officers, pilots, and enlisted crew.

Starfighter Complement: 24 starfighters.

Encumbrance Capacity: 6,500.

Passenger Capacity: 80 troops.

Consumables: Sixteen months.

Price/Rarity: 15,400,000 credits (R)/8.

Customization Hard Points: 0.

Weapons: Five dorsal, five ventral, four port, four starboard, and two aft turret-mounted quad laser cannons (Fire Arc Forward or Port and Forward or Port and Starboard or Aft; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.





MC75 STAR CRUISER

The MC75 was the first of the many Mon Calamari city-ships that went through the conversion from civilian use to military operations. These ships served as passenger liners, civilian transports, and even civic governance structures on Mon Cala before the Empire occupied that world. As the Mon Calamari fled their world, they pledged their cruisers for the Alliance war effort. The first of these vessels, the *Profundity*, became the flagship of the Alliance Fleet until the Battle of Scarif. Afterward, several other MC75 cruisers completed their retrofits and were assigned to Alliance areas of operations.

The conversion process reinforced the city-ship's hull, which is further backed by heavy armor and superior shielding mounted on the fore and aft of the superstructure. With its complement of laser cannons, broadside turbolasers, ion cannons, and tractor beam projectors, the MC75 can slug it out with some of the largest warships in the Imperial Fleet.

The ship's command center is mounted at the end of a ventral outrigger fin, along with the ship's communications mast and sensor cluster. The forward section of the vessel, which once served as the city-ship's civic atrium, is a docking bay and service area capable of accommodating ships up to corvette size.

USING THIS VEHICLE

MC75s are among the first true command ships made for the Rebel Alliance. Only a handful of these vessels are in service, often commanded by admirals within the Rebel Fleet. They are rarely deployed alone, and often have a dozen or more ships supporting their efforts.

Standard tactics for the MC75 cruiser are to stand off at long range from enemy warships and pound them with turbolaser cannons fired in minion group pairs or trios. The cruiser can also maneuver between ships to unleash broadsides against each enemy vessel. If additional firepower is needed, the MC75 closes to medium range to bring its heavy ion cannons to bear. Crew orient the shields to whichever facing is taking the most fire.

Against starfighters or smaller warships, the MC75 fires its laser cannons and torpedoes in minion groups of two or three.

ADVENTURE AND ENCOUNTER SEEDS

- An MC75 cruiser, damaged during an engagement, is hiding from Imperial reinforcements in a protostar's cloud. The ship's damaged navicomputer needs a new navigational database to jump to lightspeed. The PCs are ordered, or hired, to bring the MC75 a new database before the cloud irradiates the whole ship.
- The Alliance's previous flagship, the *Profundity*, has been located intact. The Empire plans to use it as a target on a weapon testing range. An Alliance commander sends the PCs to the range to evaluate the cruiser and see if it can be saved.

MC75 STAR CRUISER

8	3	-2	4	3	3	4	8
SILHOUETTE	SPEED	HANDLING	DEF. FORW./PORT/STARBOARD/AFT				ARMOR
			THRESHOLD				SS THRESHOLD
			130				80

Hull Type/Class: Star Cruiser/MC75.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 9.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 3,225 officers, pilots, and crew.

Starfighter Complement: 36 starfighters.

Vehicle Complement: CR90 corvette or comparable in launch bay; numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 65,000.

Passenger Capacity: 1,000 troops and support staff.

Consumables: Two years.

Price/Rarity: 88,000,000 credits / 8.

Customization Hard Points: 4.

Weapons: Six port and six starboard medium turbolasers (Fire Arc Port or Starboard; Damage 10; Critical 3; Range [Long]; Breach 3, Slow-Firing 1).

Two port and two starboard battleship ion cannons (Fire Arc Forward, Aft, and Port or Forward, Aft, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Five forward, five port, five starboard, and five aft point defense twin heavy laser cannons (Fire Arc Forward, Port, and Starboard or Forward, Port, and Aft or Forward, Starboard, and Aft or Aft, Port, and Starboard; Damage 6; Critical 3; Range [Short]; Linked 1).

Three forward, three port, three starboard, and three aft proton torpedo launchers (Fire Arc Forward or Port or Starboard or Aft; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Slow-Firing 1).

Six hull-mounted heavy tractor beams (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.

Inspiring Presence: When this starship is engaged with the enemy, all allies gain ☐ on any Cool or Discipline checks to resist fear caused by combat.

MC80 LIBERTY TYPE HEAVY STAR CRUISER

Long and sleek with a decidedly organic silhouette, these elegant vessels are among the few heavy lines of battleships possessed by the Rebel Alliance. Produced by Mon Calamari Shipyards, the MC80 *Liberty* cruisers were initially intended as long-range exploration or pleasure craft, civilian vessels designed to cruise the stars for knowledge or to carry passengers in luxury and style. Each one is unique, handcrafted by talented Mon Calamari shipwrights to exacting specifications. Rivaling the *Imperial II*-class Star Destroyers in length and mass, these ships fell into the hands of the Alliance as the Mon Calamari people were liberated from their Imperial oppressors. Sturdy, well built, and overengineered, they were crafted to stand up to the rigors of constant interstellar travel, a type of shipbuilding that took surprisingly well to combat roles.

Beneath the graceful, rolling lines of their hull plates, these ships mount a frightful array of heavy weapons, and their firepower and thickly armored hulls have taken more than one Imperial battle group by surprise. In addition to their firepower, *Liberty* cruisers carry up to three squadrons of fighters, along with numerous shuttles, landing ships, and utility craft. Extremely powerful and versatile, they are also difficult to maintain; each is unique, and there is scarce component commonality between ships. This fact more than anything causes the Alliance to employ caution in how and where it deploys these vessels, as each one is irreplaceable.

USING THIS VEHICLE

Liberty cruisers are normally encountered with at least a handful of support ships. As main Alliance battleships, these cruisers are either moving from objective to objective, serving as a base of operations for starfighter sorties, or protecting vital Alliance assets such as shipyards or high-level command staff.

The MC80's standard tactic is to maneuver into place to make a broadside strike against opposing warships. If only one flank is exposed to enemy fire, the *Liberty* reallocates shields to protect it. Turbolasers and ion cannons are fired in minion groups of four, cycling fire as needed to maintain a constant barrage on the enemy. As with many battleships that lack point-defense cannons, the *Liberty* relies on its three starfighter squadrons for defense against bombers, small patrol boats, and gunships.

ADVENTURE AND ENCOUNTER SEEDS

- A *Liberty* cruiser is suddenly plagued with small instances of bad luck beginning when the PCs embark; systems go haywire, accidents hospitalize crew members, and two fighters collide on the flight deck. The crew become superstitious and want the PCs to leave before the ship goes into its next battle. But when the time comes, the PCs must defend the damaged ship from the real saboteurs.

- Attempting to strike at an Imperial weapons lab, a *Liberty* cruiser must navigate a dangerous section of space with vast stellar hazards. The PCs are asked (or hired) to trailblaze through the hazardous region, leaving hyperspace beacons as they go to guide in the cruiser.

MC80 LIBERTY TYPE HEAVY STAR CRUISER

8	2	-2	3	4	4	3	9
SILHOUETTE	SPEED	HANDLING	DET. FIRE / PORT / STARBOARD / AFT				ARMOR
			HT THRESHOLD				SS THRESHOLD
			140				80

Hull Type/Class: Heavy Star Cruiser/*Liberty* type.

Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 9.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 5,402 officers, pilots, and enlisted crew.

Starfighter Complement: 72 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 70,000.

Passenger Capacity: 1,200 troops.

Consumables: Two years.

Price/Rarity: 104,000,000 credits/7.

Customization Hard Points: 4.

Weapons: Twelve forward, twelve port, twelve starboard, and twelve aft twin heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard or Forward, Port, and Aft or Forward, Starboard, and Aft or Aft, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five forward, five port, five starboard, and five aft twin battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard or Forward, Port, and Aft or Forward, Starboard, and Aft or Aft, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Six hull-mounted heavy tractor beams (Fire Arc All; Damage –; Critical –; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.





ADVENTURE AND ENCOUNTER SEEDS

- The *Independence*, an MC80a cruiser, was critically damaged during an engagement with the Empire and is in desperate need of fuel. The PCs must race against time to scout the sector for a fuel source before the Empire tracks the cruiser down.
- The Empire has captured an important Alliance shipyard and its staff, including the Mon Calamari shipwright in charge. The PCs must rescue the prisoners and, with their help, get an incomplete MC80a spaceworthy for their escape.

MC80A HOME ONE TYPE HEAVY STAR CRUISER

9	2	-2	4	4	4	4	10
SILHOUETTE	SPEED	HANDLING	DEF. FORCE/PORT/STARBOARD/AFT	ARMOR			
				155			
				90			

MC80A HOME ONE TYPE HEAVY STAR CRUISER

Similar in size, strength, and role to the Imperial Navy's Star Destroyers, the Mon Calamari *Home One* type star cruiser is an imposing vessel. While ships of this type vary slightly in size and shape, they do share many common design cues and possess the same quasi-organic look as other Mon Calamari-built ships. Each vessel in the class has a long, cylindrical hull tapering to a point at the bow and flaring into a flat fantail at the stern. Weapon batteries and sensor arrays are placed around the hull at strategic points, protected by long, armored blisters. Two massive hangar bays are mounted amidships, and thrust is provided by ten ion drives of various size mounted astern below the fantail. The addition of the heavier hull plates and improved armor gives the *Home One* type cruiser a bulky, almost humpbacked appearance.

Precious few of these ships are currently in service with the Alliance Navy, and High Command jealously guards those that are. They are rarely deployed without a heavy escort of smaller cruisers and carriers, and orders are typically given that they are to stay at the rear of an engagement, protected from enemy fire. These orders don't stop bold commanders like Ackbar from running their ships directly into Imperial Navy formations, however. Their powerful weapons and large fighter wings can quickly turn the tide of a battle, and their mere presence serves to inspire Alliance personnel, thanks to the grit and bravery of their Mon Calamari crew.

USING THIS VEHICLE

Due to their importance, the few *Home One* type cruisers possessed by the Alliance are commonly encountered with a protective screen of at least a dozen support ships.

Home One cruisers bombard enemy warships at long range with their turbolaser batteries in minion groups of three to four. Any warship that closes in faces the MC80a's ion cannon batteries, fired in groups of four. Any ship that gets within close range must contend with five turret groups of quad laser cannons as they attempt to rend enemy fighters and gunships.

Hull Type/Class: Heavy Star Cruiser/*Home One* type.
Manufacturer: Mon Calamari Shipyards.

Hyperdrive: Primary: Class 1, Backup: Class 9.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 5,402 officers, pilots, gunners, and enlisted crew.

Starfighter Complement: 120 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, gunboats, assault craft, planetary vehicles, and landing barges.

Encumbrance Capacity: 85,000.

Passenger Capacity: 1,200 troops and support staff.

Consumables: Two years.

Price/Rarity: 112,000,000 credits/8.

Customization Hard Points: 4.

Weapons: Nine forward, ten port, and ten starboard quad heavy turbolaser batteries (Fire Arc Forward, Port, or Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 2).

Twelve forward, twelve port, and twelve starboard twin battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Twenty forward, thirty port, and thirty starboard quad laser cannon batteries (Fire Arc Forward, Port, or Starboard; Damage 5; Critical 3; Range [Close]; Accurate 1, Linked 3).

Six hull-mounted heavy tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.

Inspiring Presence 3: When this starship is engaged with the enemy, all allies gain ☐☐☐ to any Cool or Discipline checks to resist fear caused by combat.

ONAGER-CLASS STAR DESTROYER

After the Clone Wars, the Empire needed a warship that could shorten the costly and prolonged process of planetary sieges. The *Onager*-class Star Destroyer was developed to swiftly and brutally counter the planetary shields of Separatist holdouts and rebellious Core Worlds. Also known as the Imperial Siege Breaker, the *Onager* has a tapered wedge shape like many Star Destroyer designs, but with a large hammerhead-like structure at the bow. This wide, forward hull mounts the *Onager*'s siege-breaker weaponry, either a pair of capital-scale mass-driver cannons or high-powered composite beam turbolasers. Advanced targeting and sensor arrays help direct these devastating weapons. These large systems, and the power amplifiers to use them, take up much of the vessel's interior. As such, the *Onager* carries only a fraction of the additional armaments, starfighters, and troops of comparable Star Destroyers.

The *Onager*'s heavy weapon systems require massive amounts of power, and the power conduits are susceptible to attack. A focused strike to the main weapon system can cause a catastrophic failure to the ship's systems, critically damaging or even destroying the warship outright. To protect against this, the *Onager* mounts more than half of its shield generators forward. This does leave the ship's flanks and engines vulnerable, but designers consider the trade-off acceptable.

USING THIS VEHICLE

The *Onager*-class Star Destroyer is an uncommon warship, used for specific operations. It is encountered most often over dissident worlds protected by planetary shields. The warship deploys at long range against such planets, using its primary cannons to breach and destroy the shield generator and other ground-based defenses.

Against fleets, the *Onager* strikes at the largest enemy ships. If equipped with the composite beam turbolaser, the *Onager* focuses on using Auto-fire to burn through a single target or to sweep through multiple targets as a cutting beam. If equipped with mass drivers, the *Onager* attempts to shatter the most dangerous enemy vessel outright.

In either case, an *Onager* is deployed with screening vessels to protect its flanks and aft. Its starfighters ward off enemy fighters that attempt to line up a critical strike to the cruiser's bow.

ADVENTURE AND ENCOUNTER SEEDS

- A Moff has ordered an *Onager* to destroy a PC's home city from orbit. The PCs only have access to a small force of starfighters and must attack the *Onager*'s bow to try to take out the ship before it destroys the city.
- A Rebel base has gone silent. Scout ships dispatched to the area report the base was annihilated in a single

blast. Has the Empire successfully mounted a miniaturized Death Star superlaser on an *Onager*, or did something else destroy the base?

ONAGER-CLASS STAR DESTROYER

8	3	-2	4	2	2	1	7
SILHOUETTE	SPEED	HANDLING	DEF. FORE/PORT/STARBOARD/AFT	MT THRESHOLD			SS THRESHOLD
				100			45

Hull Type/Class: Star Destroyer/*Onager*-class.

Manufacturer: Rothana Heavy Engineering, under license from Kuat Drive Yards.

Hyperdrive: Primary: Class 1.75, Backup: Class 6.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: 25,200 officers, crew members, and pilots.

Starfighter Complement: 36 TIE-series starfighters.

Vehicle Complement: Six *Lambda*-class shuttles.

Encumbrance Capacity: 14,000.

Passenger Capacity: 240 troops.

Consumables: One year.

Price/Rarity: 376,500,000 credits / 8.

Customization Hard Points: 2.

Weapons: Forward-mounted heavy mass drivers (Fire Arc Forward; Damage 20; Critical 3; Range [Extreme]; Blast 15, Breach 10, Linked 1, Slow-Firing 3) or forward-mounted composite beam turbolasers (Fire Arc Forward; Damage 15; Critical 2; Range [Long]; Accurate 2, Auto-fire, Breach 5, Slow-Firing 2, Vicious 2).

Three port and three starboard twin heavy turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Twelve port and twelve starboard heavy turbolasers (Fire Arc Forward and Port or Forward and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Slow-Firing 2).

Five forward, five port, five starboard, and five aft point-defense twin laser cannons (Fire Arc Forward or Port or Starboard or Aft; Damage 6; Critical 3; Range [Short]; Linked 1).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

Overload Vulnerability: When a Critical Hit damages the *Onager*'s primary weapon system, the *Onager* suffers an additional Critical Hit.



SECUTOR-CLASS BATTLECARRIER

Perhaps the largest dedicated starfighter carrier in the Imperial arsenal, the massive *Secutor*-class battlecarrier is an old design from the earliest days of the Imperial Navy. Ostensibly one of the many types of Star Destroyer, these multikilometer-long vessels have more in common with the earlier *Venator*-class carriers of the Galactic Republic Navy than anything else designed by Imperial era KDY. Like all Star Destroyers, the *Secutor* class has the instantly recognizable arrowhead-shaped hull with two gaping ventral hangar bays. Unique to this ship class is the command superstructure mounted amidships (rather than aft over the ion drives).

Secutor-class carriers are armed to the teeth with a wide variety of turbolasers, heavy ion cannons, and tractor beams. They are heavily armored, and their shields can absorb a whole battle group's worth of damage with little effort. Within their cavernous hangars are two full wings of starfighters and numerous shuttles and utility craft. In addition, *Secutors* carry the usual complement of Imperial Army walkers, troopers, armored fighting vehicles, and assorted materiel: enough to easily lay siege to a planet.

USING THIS VEHICLE

Secutor battlecarriers are task force ships, encountered during offensive operations against Alliance fleets, strongholds, and rebellious worlds. *Secutors* may serve as the central flagship of a flotilla, surrounded by smaller escorts, or they may serve as escorts themselves to larger Star Dreadnoughts.

Secutor commanders direct their fighters to establish space superiority and protect the *Secutor*'s aft quarter. Against PCs, *Secutor* commanders launch enough TIE fighters to gain numerical superiority, normally a two-to-one or three-to-one ratio. As PCs take out enemy TIEs, more fighters are launched to take their place. If the PCs eliminate the initial groups of fighters quickly or have a reputation for troubling the Empire (due to Commendation rank, for instance), increase the ratio for subsequent waves. *Secutors* work best as opposition when the PCs have a goal other than simply destroying the foe.

ADVENTURE AND ENCOUNTER SEEDS

- The PCs must come up with a plan to lure away a *Secutor*'s vast starfighter complement so their allies, Rebel or criminal, can reach their objective.

SECUTOR-CLASS BATTLECARRIER

8	2	-4	3	3	3	2	8
SILHOUETTE	SPEED	HANDLING	DEF: FORE/PORT/STARBOARD/AFT	MT THRESHOLD		SS THRESHOLD	
				130		55	

Hull Type/Class: Battlecruiser/Carrier/*Secutor*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 40,000 officers, pilots, and enlisted crew.

Starfighter Complement: 144 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, AT-series walkers, and ground assault vehicles.

Encumbrance Capacity: 28,000.

Passenger Capacity: 14,000 troops.

Consumables: Two years.

Price/Rarity: 200,000,000 credits (R)/7.

Customization Hard Points: 2.

Weapons: Five port and five starboard heavy turbolaser batteries (Fire Arc Port and Forward or Starboard and Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five dorsal heavy turbolaser batteries (Fire Arc Forward, Port, and Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Five port, five starboard, and five forward light turbolasers (Fire Arc Port or Starboard or Forward; Damage 9; Critical 3; Range [Medium]; Breach 2, Slow-Firing 1).

Five port and five starboard battleship ion cannon turrets (Fire Arc Port and Forward or Starboard and Forward; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

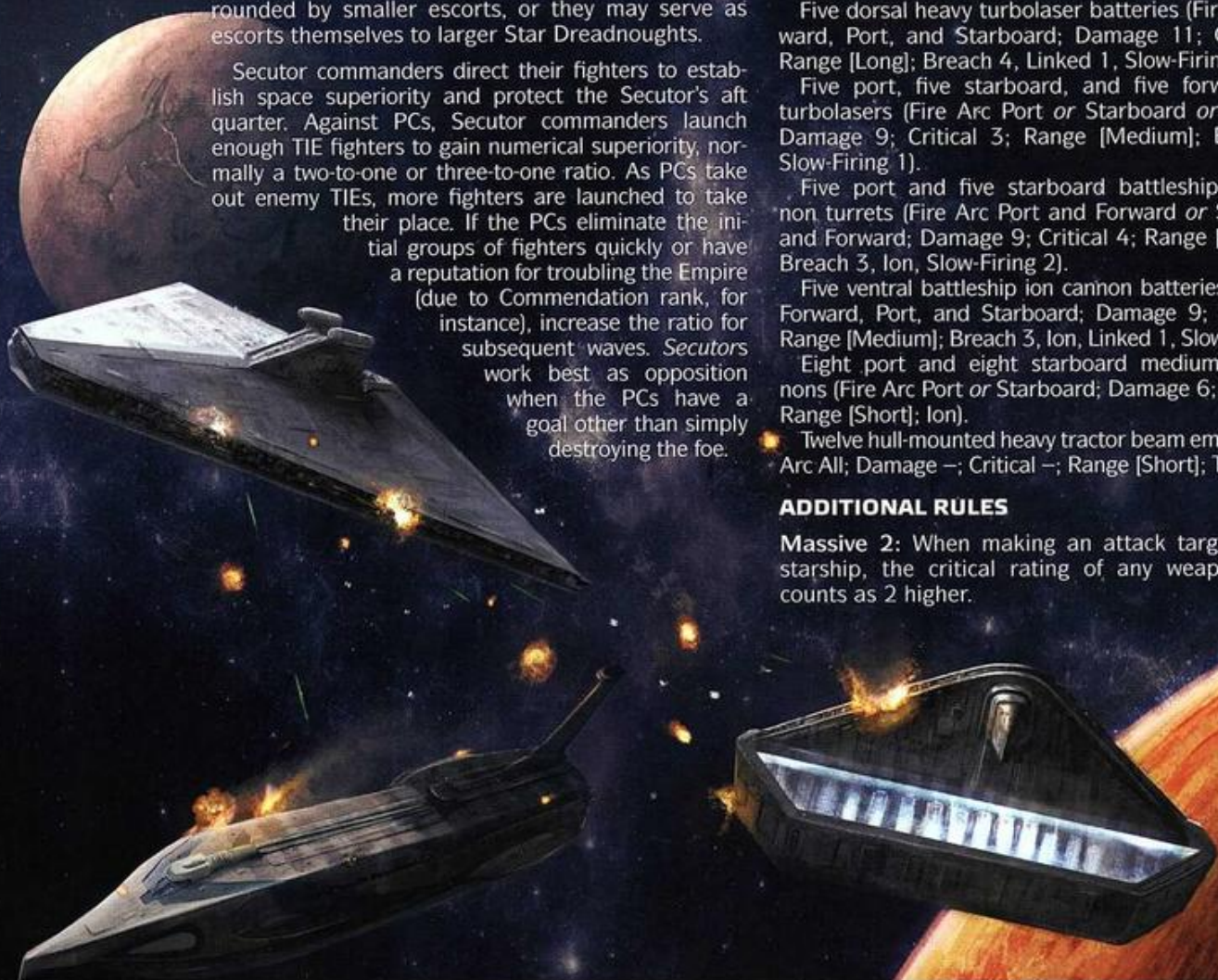
Five ventral battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Eight port and eight starboard medium ion cannons (Fire Arc Port or Starboard; Damage 6; Critical 4; Range [Short]; Ion).

Twelve hull-mounted heavy tractor beam emitters (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 2: When making an attack targeting this starship, the critical rating of any weapons used counts as 2 higher.



STARHAWK-CLASS BATTLESHIP

As the first warship commissioned by the New Republic in the wake of the Battle of Endor, the Nadiri Dockyards *Starhawk*-class battleship represents both a hopeful future and a lamentable need for defense against the remnants of the Galactic Empire. Thanks to the concession of incorporating components from salvaged Star Destroyers, the first Mk I *Starhawk*, dubbed *Concord*, was commissioned within six months—a staggeringly short time for a vessel of the *Starhawk*'s size and complexity.

The *Starhawk*'s form is like nothing in the Imperial Starfleet, but closer inspection reveals the legacy of Imperial design. Some systems, including command towers, turbolaser barbettes, and engines, are taken in their entirety from *Imperial II*-class Star Destroyers. Countless other components more subtly integrate salvage, from hull plating to computer systems.

At 2,400 meters in length and approximately 900 high at its forward bow, the *Starhawk* greatly outsizes the *Imperial*-class Star Destroyers it draws from. The heavily armored bow presents an intimidating head-on view, even as it conceals the full size of the ship. Dominating this blunt prow is a hangar surrounded by six magnite-powered tractor beam projectors. This focused array produces a ray strong enough to immobilize ships even larger than the *Starhawk*.

USING THIS VEHICLE

As with other vehicles of such size and power, a *Starhawk* that features prominently in a campaign can function as a location or a background element foreshadowing a climactic battle. When a *Starhawk* does take part in a combat encounter, its impressive characteristics and numerous weapons allow it to stand up against nearly any capital ship or space station.

A *Starhawk*'s most notable feature is its unique magnite tractor beam array. With this powerful weapon, a *Starhawk* can lock down even the most powerful ship and most skilled pilot. PCs with their own ship might need to coordinate with a *Starhawk* ally in order to attack an enemy vessel while the tractor array holds it vulnerable or exposes a weak point.

ADVENTURE AND ENCOUNTER SEEDS

- An Imperial admiral launches an attack on the *Concord*—the first *Starhawk*—and on the Nadiri Dockyards that constructed it. This daring attack, should it succeed, would be a tremendous blow to the New Republic's burgeoning navy and might grant the Imperial remnants a real chance at victory.
- A string of systems malfunctions plagues a *Starhawk*. Rumor has it that some type of Imperial fail-safe protocol survived in one of the vessel's computer systems, although the officers echo the Nadiri engineers' stance that this is impossible. Could saboteurs have infiltrated the vessel?

STARHAWK-CLASS BATTLESHIP

9	2	-3	3	4	4	2	10
SILHOUETTE	SPEED	HANDLING	DEF. FWD/PORT/STARBOARD/AFT	HULL THRESHOLD		SS THRESHOLD	
				175		65	

Hull Type/Class: Battleship/*Starhawk*-class

Manufacturer: Nadiri Dockyards.

Hyperdrive: Primary: Class 1.5, Backup: Class 5.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 33,650 officers and enlisted crew.

Starfighter Complement: 36 T-65 X-wings, 24-Rz-1 A-wings, 12 A/SF-01 B-wings.

Vehicle Complement: Numerous shuttles, landing craft, and utility vehicles.

Encumbrance Capacity: 25,000.

Passenger Capacity: 7,200 troops.

Consumables: Two years.

Price/Rarity: 60,000,000 (R)/8.

Customization Hard Points: 3.

Weapons: Magnite crystal tractor beam projector array (Fire Arc Forward; Damage —; Critical —; Range [Short]; Tractor 6, upgrade difficulty of Piloting checks to escape three times).

Five port and five starboard octuple turbolaser barbettes (Fire Arc Port or Fire Arc Starboard; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 3, Slow-Firing 1).

Twenty-four forward-mounted heavy turbolaser batteries (Fire Arc Forward; Damage 11; Critical 3; Range [Long]; Breach 4, Linked 1, Slow-Firing 2).

Twenty port and twenty starboard battleship ion cannon turrets (Fire Arc Forward and Port or Forward and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Slow-Firing 2).

Four forward-mounted battleship ion cannon batteries (Fire Arc Forward, Port, and Starboard; Damage 9; Critical 4; Range [Medium]; Breach 3, Ion, Linked 1, Slow-Firing 2).

Thirty-two hull-mounted concussion missile launchers (Fire Arc Forward, Port, and Starboard; Damage 6; Critical 3; Range [Short]; Blast 4, Breach 4, Guided 3, Slow-Firing 1).

Thirty-six point defense heavy laser cannon turrets (Fire Arc Port, Forward, and Starboard; Damage 6; Critical 3; Range [Short]; Linked 3).

ADDITIONAL RULES

Massive 3: When making an attack targeting this starship, the critical rating of any weapons used counts as 3 higher.



VICTORY II-CLASS STAR DESTROYER

The *Victory*-class Star Destroyer is an all-purpose heavy line-of-battle ship meant to support planetary landings and take part in fleet actions. Introduced at the height of the Clone Wars, it was rushed to production after much delay and political wrangling. A multitude of design flaws required constant maintenance by crew members to keep the ship combat ready, and the *Victory* class quickly gained a reputation as an unlucky ship and a spacegoing coffin.

When the Emperor proclaimed the creation of the Galactic Empire, the *Victory*-class ships were given a service life extension program, becoming the *Victory II*-class. The *Victory II* program aimed to increase combat performance and longevity and eliminate the old ship's problems. As systems were upgraded or replaced, a few *Victory II*s received differing armaments, such as ion cannons instead of concussion missiles. These variations are rare, and most *Victory II*s retain the weapons loadout of the original *Victory*.

Despite thorough rebuilds, the *Victory II* class never eliminated all its predecessor's issues. In addition, the development of new heavy cruisers and the *Imperial* and *Imperial II*-class Star Destroyers quickly rendered the old *Victories* obsolete despite their upgrades. Due to the perceived failure of the *Victory II* program, many of these Star Destroyers were relegated to planetary garrison and light patrol duty in the farthest reaches of the Empire; assignment to one of the old *Victory II*s is often seen as death to an officer's career.

USING THIS VEHICLE

Victory II Star Destroyers are found in the farthest reaches of the Galactic Empire, assigned to sectors just barely important enough for a Star Destroyer. Rebels and fringers are likely to encounter them as patrol ships, as system defenders, and occasionally as fleet command ships.

Most of the *Victory II*'s weapons face forward, so keeping target vessels in the forward quarter is

important for a successful *Victory* commander. As with most wedge-shaped Star Destroyers, the *Victory II* lacks any weapons that can cover the aft arc and must rely on its starfighter complement to defend this position.

ADVENTURE AND ENCOUNTER SEEDS

- An Imperial commander who has had no luck capturing the PCs has been exiled to command a *Victory II* at the edge of the Outer Rim. Frustrated with their predicament, they may be susceptible to talk of defection, or they may be motivated to finish the PCs once and for all.
- The PCs find an abandoned *Victory II* Star Destroyer in orbit over a desolate world. The hangar bay is empty, the escape pods launched, and the engines offline. The crew may have abandoned ship due to a reactor leak or suffered a viral pandemic. Force-sensitive PCs feel drawn to the ghost ship, but why?

VICTORY II-CLASS STAR DESTROYER

8	1	-3	REF. FWD/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 2 2 2	9
			HIT THRESHOLD	SS THRESHOLD
			120	50

Hull Type/Class: Star Destroyer/*Victory II*-class.

Manufacturer: Kuat Drive Yards.

Hyperdrive: Primary: Class 1, Backup: Class 15.

Navicomputer: Yes.

Sensor Range: Long.

Ship's Complement: 6,107 officers, pilots, and enlisted crew.

Starfighter Complement: 24 starfighters.

Vehicle Complement: Numerous shuttles, landing craft, utility vehicles, and AT-series walkers.

Encumbrance Capacity: 6,500.

Passenger Capacity: 1,600 troops.

Consumables: One year.

Price/Rarity: 50,000,000 credits (R)/6.

Customization Hard Points: 4.

Weapons: Five port and five starboard quad light turbolaser batteries (Fire Arc Forward and Port or Forward and Starboard; Damage 9; Critical 3; Range [Medium]; Breach 2, Linked 3, Slow-Firing 1).

Ten forward-mounted twin medium turbolasers (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Ten dorsal-mounted twin medium turbolasers (Fire Arc Forward; Damage 10; Critical 3; Range [Long]; Breach 3, Linked 1, Slow-Firing 1).

Twenty assault concussion missile launchers (Fire Arc Forward; Damage 7; Critical 3; Range [Short]; Blast 4, Breach 5, Guided 2, Inaccurate 1, Slow-Firing 1).

Ten hull-mounted heavy tractor beams (Fire Arc All; Damage —; Critical —; Range [Short]; Tractor 6).

ADDITIONAL RULES

Massive 1: When making an attack targeting this starship, the critical rating of any weapons used counts as 1 higher.

A Sourcebook for *Star Wars* Roleplaying

STAR WARS
EDGE OF THE EMPIRE
ROLEPLAYING GAME

STAR WARS
AGE OF REBELLION
ROLEPLAYING GAME

STAR WARS
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This supplemental rulebook includes:

- More than 130 vehicles from across the *Star Wars* galaxy, including all-new profiles such as the *Cantwell-class* Arrestor cruiser, *Starhawk-class* battleship, and *Executor-class* Super Star Destroyer.
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